# OOMMF
# User's Guide

## January 15, 2004

## This manual documents release 1.1b2.

**Abstract**

This manual describes OOMMF (Object Oriented Micromagnetic Framework), a public domain micromagnetics program developed at the National Institute of Standards and Technology. The program is designed to be portable, flexible, and extensible, with a user-friendly graphical interface. The code is written in C++ and Tcl/Tk. Target systems include a wide range of Unix and Windows platforms, and Mac OS X 10.3 (Panther).

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# Disclaimer

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OOMMF is an experimental system. NIST assumes no responsibility whatsoever for its use by other parties, and makes no guarantees, expressed or implied, about its quality, reliability, or any other characteristic.

We would appreciate acknowledgement if the software is used. When referencing OOMMF software, we recommend citing the NIST technical report, M. J. Donahue and D. G. Porter, "OOMMF User's Guide, Version 1.0," **NISTIR 6376**, National Institute of Standards and Technology, Gaithersburg, MD (Sept 1999).

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# 1 Overview of OOMMF

The goal of the OOMMF[1] (Object Oriented Micromagnetic Framework) project in the Information Technology Laboratory (ITL) at the National Institute of Standards and Technology (NIST) is to develop a portable, extensible public domain micromagnetic program and associated tools. This code will form a completely functional micromagnetics package, but will also have a well documented, flexible programmer's interface so that people developing new code can swap their own code in and out as desired. The main contributors to OOMMF are Mike Donahue and Don Porter.

In order to allow a programmer not familiar with the code as a whole to add modifications and new functionality, we feel that an object oriented approach is critical, and have settled on C++ as a good compromise with respect to availability, functionality, and portability. In order to allow the code to run on a wide variety of systems, we are writing the interface and glue code in Tcl/Tk. This enables our code to operate across a wide range of platforms, including Unix, Windows, and Mac OS X systems.

The code may actually be modified at 3 distinct levels. At the top level, individual programs interact via well-defined protocols across network sockets. One may connect these modules together in various ways from the user interface, and new modules speaking the same protocol can be transparently added. The second level of modification is at the Tcl/Tk script level. Some modules allow Tcl/Tk scripts to be imported and executed at run time, and the top level scripts are relatively easy to modify or replace. At the lowest level, the C++ source is provided and can be modified, although at present there is no documentation detailing this process.

The first portion of OOMMF released was a magnetization file display program called **mmDisp**. A working release[2] of the complete OOMMF project is now available. This includes a problem editor, a 2D micromagnetic solver, and several display widgets, including an updated version of **mmDisp**. The solver can be controlled by an interactive interface (Sec. 9), or through a sophisticated batch control system (Sec. 16).

The solver is based on a micromagnetic code that Mike Donahue and Bob McMichael had previously developed. It utilizes a heavily damped Landau-Lifshitz ODE solver to relax 3D spins on a 2D mesh of square cells, using FFT's to compute the self-magnetostatic (demag) field. Anisotropy, applied field, and initial magnetization can be varied pointwise, and arbitrarily shaped elements can be modeled. The 1.2 releases of OOMMF include the OOMMF eXTensible Solver (OXS) that supports full 3D simulation, and modeling of layered materials.

[1] http://math.nist.gov/oommf/

[2] http://math.nist.gov/oommf/software.html

If you want to receive e-mail notification of updates to this project, register your e-mail address with the "$\mu$MAG Announcement" mailing list:

http://www.ctcms.nist.gov/~rdm/email-list.html.

The OOMMF developers are always interested in your comments about OOMMF. See the Credits (Sec. 20) for instructions on how to contact them.

# 2 Installation

## 2.1 Requirements

OOMMF software is written in C++ and Tcl. It uses the Tcl-based Tk Windowing Toolkit to create graphical user interfaces that are portable to many platforms, including Unix, Windows, and Mac OS X systems.

Tcl and Tk must be installed before installing OOMMF. Tcl and Tk are available for free download [3] from the Tcl Developer Xchange[4]. We recommend the latest stable versions of Tcl and Tk concurrent with this release of OOMMF(Tcl/Tk 8.4.5 as of January, 2004). OOMMF requires at least Tcl version 7.5 and Tk version 4.1 on Unix platforms, and requires at least Tcl version 7.6 and Tk version 4.2 on Microsoft Windows platforms. OOMMF software does not support any alpha or beta versions of Tcl/Tk, and each release of OOMMF may not work with later releases of Tcl/Tk. Check the release dates of both OOMMF and Tcl/Tk to ensure compatibility.

A Tcl/Tk installation includes two shell programs. The names of these programs may vary depending on the Tcl/Tk version and the type of platform. The first shell program contains an interpreter for the base Tcl language. In the OOMMF documentation we refer to this program as `tclsh`. The second shell program contains an interpreter for the base Tcl language extended by the Tcl commands supplied by the Tk toolkit. In the OOMMF documentation we refer to this program as `wish`. Consult your Tcl/Tk documentation to determine the actual names of these programs on your platform (for example, `tclsh80.exe` or `wish4.2`).

OOMMF applications communicate via TCP/IP network sockets. This means that OOMMF requires support for networking, even on a stand-alone machine. At a minimum, OOMMF must be able to access the loopback interface so that the host can talk to itself using TCP/IP.

OOMMF applications that use Tk require a windowing system and a valid display. On Unix systems, this means that an X server must be running. If you need to run OOMMF applications on a Unix system without display hardware or software, you may need start the application with command line option **`-tk0`** (see Sec. 5) or use the Xvfb [5] virtual frame buffer to stand in for the missing display.

The OOMMF source distribution unpacks into a directory tree requiring about 8 MB of storage. Compiling and linking for each platform consumes approximately an additional 7 MB of storage. The OOMMF distribution containing Windows executables unpacks into a

[3] http://purl.org/tcl/home/software/tcltk/choose.html

[4] http://purl.org/tcl/home/

[5] http://www.itworld.com/AppDev/1461/UIR000330xvfb/

directory tree requiring about 8 MB of storage.

To build OOMMF software from source code, you will need a C++ compiler capable of handling C++ templates, as well as other software development utilities for your platform. We do development and test builds on the following platforms, although porting to others should not be difficult:

| Platform | Compilers |
|---|---|
| Alpha/Tru64 UNIX | Compaq C++, Gnu gcc |
| Alpha/Linux | Compaq C++, Gnu gcc |
| Alpha/Windows NT | Microsoft Visual C++ |
| HP-UX | aC++, Gnu gcc |
| Intel/Linux | Gnu gcc |
| Intel/Windows | Microsoft Visual C++, Cygwin gcc, Borland C++ Intel C++ |
| Mac OS X (w/X11) | Gnu gcc |
| MIPS/IRIX 6 (SGI) | MIPSpro C++, Gnu gcc |
| SPARC/Solaris | Sun Forte C++, Gnu gcc |

**Tcl/Tk for Mac OS X** There are binary distributions of Tcl/Tk for Mac OS X, but we have not been able to make OOMMF work with them. There are several difficulties. The simplest to understand is that the binary distributions of Tcl/Tk available for Mac OS X have been configured with threads-enabled, and OOMMF does not support multi-thread operations. Fortunately, it is straightforward to build Tcl/Tk for yourself on a Mac OS X 10.3 (Panther) system, in such a way that OOMMF works fine.

First, be sure you have installed the optional X11 package that is part of Panther. Also, be sure you've installed the developer software that includes the GNU compiler. Then start X11. It is found in the Applications folder. X11 will open a terminal window.

In the X11 terminal window, unpack a Tcl source distribution and a Tk source distribution. In each, follow the build and install instructions for a Unix system. When you are done, keep the X11 terminal window open, and continue with the following OOMMF compile instructions in that window.

## 2.2 Basic Installation

Follow the instructions in the following sections, in order, to prepare OOMMF software for use on your computer.

### 2.2.1 Download

The latest release of the OOMMF software may be retrieved from the OOMMF download page[6]. Each release is available in two formats. The first format is a gzipped tar file containing an archive of all the OOMMF source code. The second format is a `.zip` compressed archive containing source code and pre-compiled executables for Microsoft Windows running on an x86-based microprocessor system. The Windows binary distribution is compatible only with the 8.4.x sequence of Tcl/Tk releases. Other release formats, e.g., pre-compiled executables for Microsoft Windows NT running on a Digital Alpha Systems RISC-based microprocessor system, and/or compatible with other Tcl/Tk releases, may be made available on request.

For the first format, unpack the distribution archive using gunzip and tar:

```
gunzip -c oommf11b2_20040115.tar.gz | tar xvf -
```

For the other format(s), you will need a utility program to unpack the `.zip` archive. This program must preserve the directory structure of the files in the archive, and it must be able to generate files with names not limited to the traditional MSDOS 8.3 format. Some very old versions of the pkzip utility do not have these properties. One utility program which is known to work is UnZip[7]. Using your utility, unpack the `.zip` archive, e.g.

```
unzip oommf11b2_20040115.zip
```

For either distribution format, the unpacking sequence creates a subdirectory `oommf` which contains all the files and directories of the OOMMF distribution. If a subdirectory named `oommf` already existed (say, from an earlier OOMMF release), then files in the new distribution overwrite those of the same name already on the disk. Some care may be needed in that circumstance to be sure that the resulting mix of files from an old and a new OOMMF distribution combine to create a working set of files.

### 2.2.2 Check Your Platform Configuration

After downloading and unpacking the OOMMF software distribution, all the OOMMF software is contained in a subdirectory named `oommf`. Start a command line interface (a shell on Unix, or the MS-DOS Prompt on Microsoft Windows), and change the working directory to the directory `oommf`. Find the Tcl shell program installed as part of your Tcl/Tk installation. In this manual we call the Tcl shell program `tclsh`, but the actual name of the

[6] http://math.nist.gov/oommf/software.html
[7] http://www.info-zip.org/pub/infozip/UnZip.html

executable depends on the release of Tcl/Tk and your platform type. Consult your Tcl/Tk documentation.

In the root directory of the OOMMF distribution is a file named `oommf.tcl`. It is the bootstrap application (Sec. 5) which is used to launch all OOMMF software. With the command line argument `+platform`, it will print a summary of your platform configuration when it is evaluated by `tclsh`. This summary describes your platform type, your C++ compiler, and your Tcl/Tk installation. As an example, here is the typical output on a Linux/Alpha system:

```
$ tclsh oommf.tcl +platform
<23306> oommf.tcl 1.1.1.2  info:
OOMMF release 1.1.1.2
Platform Name: linalp
Tcl name for OS: Linux 2.2.23
C++ compiler: /usr/bin/g++
Tcl configuration file: /usr/local/lib/tclConfig.sh
tclsh: /usr/local/bin/tclsh8.4
Tcl release: 8.4.5 (config) 8.4.5 (running)
Tk configuration file: /usr/local/lib/tkConfig.sh
wish: /usr/local/bin/wish8.4
Tk release: 8.4.5 (config) 8.4.5 (running)
```

If `oommf.tcl +platform` doesn't print a summary like that, it should instead print an error message describing why it can't. For example, if your Tcl installation is older than release 7.5, the error message will report that fact. Follow whatever instructions are provided to get `oommf.tcl +platform` to print a summary of platform configuration information.

The first line of the example summary reports that OOMMF recognizes the platform by the name `linalp`. OOMMF software recognizes many of the most popular computing platforms, and assigns each a platform name. The platform name is used by OOMMF in index and configuration files and to name directories so that a single OOMMF installation can support multiple platform types. If `oommf.tcl +platform` reports the platform name to be "unknown", then you will need to add some configuration files to help OOMMF assign a name to your platform type, and associate with that name some of the key features of your computer. See the section on "Managing OOMMF platform names" (Sec. 2.3.3) for further instructions.

The second line reports a more detailed name for your operating system that Tcl uses to describe your platform. This additional detail can be helpful to the OOMMF developers when responding to bug reports.

The third line reports what C++ compiler will be used to build OOMMF from its C++ source code. If you downloaded an OOMMF release with pre-compiled binaries for your platform, you may ignore this line. Otherwise, if this line reports "none selected", or if it reports a compiler other than the one you wish to use, then you will need to tell OOMMF what compiler to use. The compiler selection for the example above is recorded in the file `config/cache/linalp.tcl`. To change the compiler selection, that file must be edited. Editing instructions are contained within the file. Of course, on other platforms the name `linalp` in `linalp.tcl` should be replaced with the platform name OOMMF reports for your platform. For example, on a Windows machine using an x86 processor, the corresponding configuration file is `wintel.tcl`.

The next three lines describe the Tcl configuration OOMMF finds on your platform. The first line reports the name of the configuration file installed as part of Tcl, if any. Conventional Tcl installations on Unix systems have such a file, usually named `tclConfig.sh`. On Windows systems, such a file may or may not be present , , but OOMMF for Windows does not require its presence. The Tcl configuration file records details about how Tcl was built and where it was installed. If `oommf.tcl +platform` reports "none found", but you know that an appropriate Tcl configuration file is present on your system, you can tell OOMMF where to find the file by setting the environment variable OOMMF_TCL_CONFIG to its absolute location. (For information about setting environment variables, see your operating system documentation.) In unusual circumstances, OOMMF may find a Tcl configuration file which doesn't correctly describe your Tcl installation. In that case, use the environment variable OOMMF_TCL_CONFIG to instruct OOMMF to use a different file that you specify, and edit that file to include a correct description of your Tcl installation.

The second line describing your Tcl installation reports the absolute pathname of the `tclsh` program. If this differs from the `tclsh` you used to evaluate `oommf.tcl +platform`, there may be something wrong with your Tcl configuration file. Note that the same `tclsh` program might be known by several absolute pathnames if there are symbolic links in your Tcl installation. If `oommf.tcl +platform` reports that it cannot find a `tclsh` program, yet you know where an appropriate one is installed on your system, you can tell OOMMF where to find the `tclsh` program by setting the environment variable OOMMF_TCLSH to its absolute location.

The third line describing your Tcl installation reports its release number according to two sources. First is the release number recorded in the Tcl configuration file. Second is the release number of the `tclsh` program used to evaluate `oommf.tcl +platform`. If these numbers do not match, it may indicate something is wrong with your Tcl configuration file. If you have multiple releases of Tcl installed under a common root directory on your computer, there can be only one Tcl configuration file. It is important that you use the Tcl release that corresponds to the Tcl configuration file.

The next three lines describe the Tk configuration OOMMF finds on your platform. They are analogous to the three lines describing the Tcl configuration. The environment variables OOMMF_TK_CONFIG and OOMMF_WISH may be used to tell OOMMF where to find the Tk configuration file and the `wish` program, respectively.

Finally, the output of `oommf.tcl +platform` may include warnings about possible problems with your Tcl/Tk installation. For example, if you are missing important header files, or if your Tcl/Tk installation is thread-enabled (which OOMMF does not support).

If `oommf.tcl +platform` indicates problems with your Tcl/Tk installation, it may be easiest to re-install Tcl/Tk taking care to perform a conventional installation. OOMMF deals best with conventional Tcl/Tk installations. If you do not have the power to re-install an existing broken Tcl/Tk installation (perhaps you are not the sysadmin of your machine), you might still install your own copy of Tcl/Tk in your own user space. In that case, if your private Tcl/Tk installation makes use of shared libraries, take care that you do whatever is necessary on your platform to be sure that your private `tclsh` and `wish` find and use your private shared libraries instead of those from the system Tcl/Tk installation. This might involve setting an environment variable (such as LD_LIBRARY_PATH). If you use a private Tcl/Tk installation, you also want to be sure that there are no environment variables like TCL_LIBRARY or TK_LIBRARY that still refer to the system Tcl/Tk installation.

**Other Configuration Issues** If you plan to compile and link OOMMF software from source code, be sure the C++ compiler reported by `oommf.tcl +platform` is properly configured. In particular, the Microsoft Visual C++ command line compiler, `cl.exe`, may require the running of `vcvars32.bat` to set up the path and some environment variables. This file is distributed as part of Visual C++. See your compiler documentation for details.

A few other configurations should be checked on Windows platforms. First, note that absolute filenames on Windows makes use of the backslash (\) to separate directory names. On Unix and within Tcl the forward slash (/) is used to separate directory names in an absolute filename. In this manual we usually use the Tcl convention of forward slash as separator. In portions of the manual pertaining only to MS Windows we use the backslash as separator. There may be instructions in this manual which do not work exactly as written on Windows platforms. You may need to replace forward slashes with backward slashes in pathnames when working on Windows.

OOMMF software needs networking support that recognizes the host name `localhost`. It may be necessary to edit a file which records that `localhost` is a synonym for the loopback interface (127.0.0.1). If a file named `hosts` exists in your system area (for example, C:\Windows\hosts), be sure it includes an entry mapping 127.0.0.1 to `localhost`. If no

`hosts` file exists, but a `hosts.sam` file exists, make a copy of `hosts.sam` with the name `hosts`, and edit the copy to have the `localhost` entry.

For Windows systems, if you installed a binary distribution of Tcl/Tk (such as ActiveTcl), then the installer should have performed additional steps to support running Tcl programs. If you compiled Tcl/Tk yourself, though, take note that the directory which holds the `tclsh` and `wish` programs also holds several `*.dll` files that OOMMF software needs to find to run properly. Normally when the OOMMF bootstrap application (Sec. 5) or **mmLaunch** (Sec. 6) is used to launch OOMMF programs, they take care of making sure the necessary `*.dll` files can be found. As an additional measure, you might want to add the directory which holds the `tclsh` and `wish` programs to the list of directories stored in the PATH environment variable. All the directories in the PATH are searched for `*.dll` files needed when starting an executable.

### 2.2.3 Compiling and Linking

If you downloaded a distribution with pre-compiled executables, you may skip this section.

The compiling and linking of the C++ portions of OOMMF software are guided by the application pimake (Sec. 15.6) ("Platform Independent Make") which is distributed as part of the OOMMF release. To begin building OOMMF software with `pimake`, first change your working directory to the root directory of the OOMMF distribution:

```
cd .../path/to/oommf
```

If you unpacked the new OOMMF release into a directory `oommf` which contained an earlier OOMMF release, use `pimake` to build the target `upgrade` to clear away any source code files which were in a former distribution but are not part of the latest distribution:

```
tclsh oommf.tcl pimake upgrade
```

Next, build the target `distclean` to clear away any old executables and object files which are left behind from the compilation of the previous distribution:

```
tclsh oommf.tcl pimake distclean
```

Next, to build all the OOMMF software, run `pimake` without specifying a target:

```
tclsh oommf.tcl pimake
```

Note that on some platforms, you cannot successfully compile OOMMF software if there are OOMMF programs running. Check that all OOMMF programs have terminated (including those in the background) before trying to compile and link OOMMF.

When `pimake` calls on a compiler or other software development utility, the command line is printed, so that you may monitor the build process. Assuming a proper configuration for your platform, `pimake` should be able to compile and link all the OOMMF software without error. If `pimake` reports errors, please first consult Troubleshooting (Sec. 18) to see if a fix is already documented. If not, please send both the *complete* output from `pimake` and the output from `oommf.tcl +platform` to the OOMMF developers when you e-mail to ask for help.

### 2.2.4 Installing

OOMMF software does not support an installation procedure. Simply run the executables from the directories in which they were unpacked/built.

### 2.2.5 Using OOMMF Software

To start using OOMMF software, run the OOMMF bootstrap application (Sec. 5). This may be launched from the command line interface:

```
tclsh oommf.tcl
```

If you prefer, you may launch the OOMMF bootstrap application `oommf.tcl` using whatever graphical "point and click" interface your operating system provides. By default, the OOMMF bootstrap application will start up a copy of the OOMMF application **mmLaunch** (Sec. 6) in a new window.

### 2.2.6 Reporting Problems

If you encounter problems when installing or using OOMMF, please report them to the OOMMF developers. See Troubleshooting (Sec. 18) for detailed instructions.

## 2.3 Advanced Installation

The following sections provide instructions for some additional installation options.

### 2.3.1 Reducing Disk Space Usage

To delete the intermediate files created when building the OOMMF software from source code, use pimake (Sec. 15.6) to build the target `objclean` in the root directory of the OOMMF distribution.

```
tclsh oommf.tcl pimake objclean
```

Running the `strip` utility on the OOMMF executable files should also reduce their size somewhat.

### 2.3.2 Local Customizations

OOMMF software supports local customization of some of its features. All OOMMF programs load the file `config/options.tcl`, which contains customization commands as well as editing instructions. As it is distributed, `config/options.tcl` directs those programs that load it to also load the file `config/local/options.tcl`, if it exists. Because future OOMMF releases may overwrite the file `config/options.tcl`, permanent customizations should be made by copying `config/options.tcl` to `config/local/options.tcl` and editing the copy. It is recommended that you leave in the file `config/local/options.tcl` only the customization commands necessary to change those options you wish to modify. Remove all other options so that overwrites by subsequent OOMMF releases are allowed to change the default behavior.

Notable available customizations include the choice of which network port the host service directory application (Sec. 4) uses, and the choice of what program is used for the display of help documentation. By default, OOMMF software uses the application **mmHelp** (Sec. 14), which is included in the OOMMF release, but the help documentation files are standard HTML, so any web browser (for example, Netscape Navigator or Microsoft Internet Explorer) may be used instead. Complete instructions are in the file `config/options.tcl`.

### 2.3.3 Managing OOMMF Platform Names

OOMMF software classifies computing platforms into different types using the scripts in the directory `config/names` relative to the root directory of the OOMMF distribution. Each type of computing platform is assigned a unique name. These names are used as directory names and in index and configuration files so that a single OOMMF installation may contain platform-dependent sections for many different types of computing platforms.

To learn what name OOMMF software uses to refer to your computing platform, run

```
tclsh oommf.tcl +platform
```

in the OOMMF root directory.

**Changing the name OOMMF assigns to your platform** First, use pimake (Sec. 15.6) to build the target `distclean` to clear away any compiled executables built using the old platform name.

```
tclsh oommf.tcl pimake distclean
```

Then, to change the name OOMMF software uses to describe your platform from `foo` to `bar`, simply rename the file

`config/names/foo.tcl` to `config/names/bar.tcl`

and

`config/cache/foo.tcl` to `config/cache/bar.tcl`.

After renaming your platform type, you should recompile your executables using the new platform name.

**Adding a new platform type** If `oommf.tcl +platform` reports the platform name `unknown`, then none of the scripts in `config/names/` recognizes your platform type. As an example, to add the platform name `foo` to OOMMF's vocabulary of platform names, create the file `config/names/foo.tcl`. The simplest way to proceed is to copy an existing file in the directory `config/names` and edit it to recognize your platform.

The files in `config/names` include Tcl code like this:

```
Oc_Config New _ \
  [string tolower [file rootname [file tail [info script]]]] {
    # In this block place the body of a Tcl proc which returns 1
    # if the machine on which the proc is executed is of the
    # platform type identified by this file, and which returns 0
    # otherwise.
    #
    # The usual Tcl language mechanism for discovering details
    # about the machine on which the proc is running is to
    # consult the global Tcl variable 'tcl_platform'.  See the
    # existing files for examples, or contact the OOMMF
    # developers for further assistance.
}
```

After creating the new platform name file `config/names/foo.tcl`, you also need to create a new platform cache file `config/cache/foo.tcl`. A reasonable starting point is to copy the file `config/cache/unknown.tcl` for editing. Contact the OOMMF developers for assistance.

Please consider contributing your new platform recognition and configuration files to the OOMMF developers for inclusion in future releases of OOMMF software.

**Resolving platform name conflicts** If the script `oommf.tcl +platform` reports "Multiple platform names are compatible with your computer", then there are multiple files in the directory `config/names/` that return 1 when run on your computer. For each compatible platform name reported, edit the corresponding file in `config/names/` so that only one of them returns 1. Experimenting using `tclsh` to probe the Tcl variable `tcl_platform` should assist you in this task. If that fails, you can explicitly assign a platform type corresponding to your computing platform by matching its hostname. For example, if your machine's host name is `foo.bar.net`:

```
Oc_Config New _ \
  [string tolower [file rootname [file tail [info script]]]] {
    if {[string match foo.bar.net [info hostname]]} {
        return 1
    }
    # Continue with other tests...
}
```

Contact the OOMMF developers if you need further assistance.

### 2.3.4 Microsoft Windows Options

This section lists installation options for Microsoft Windows.

**Adding an OOMMF shortcut to your desktop** Right mouse click on the desktop to bring up the configuration dialog, and select **New|Shortcut**. Enter the command line necessary to bring up OOMMF, e.g.,

```
tclsh c:\oommf\oommf.tcl
```

Click **Next>** and enter `OOMMF` for the shortcut name. Select **Finish**.

At this point the shortcut will appear on your desktop with either the tclsh or wish icons. Right mouse click on the icon and select **Properties**. Select the **ShortCut** tab, and bring up **Change Icon...** Under **File Name:** enter the OOMMF icon file, e.g.,

```
C:\oommf\oommf.ico
```

Click **OK**. Back on the **Shortcut** tab, change the **Run:** selection to Minimized. Click **OK** to exit the Properties dialog box. Double clicking on the OOMMF icon should now bring up the OOMMF application **mmLaunch**.

**Using the Cygwin toolkit** Cygwin[8] is a Linux-like environment for Windows, which includes the GNU C++ compiler gcc. The ability to compile OOMMF is periodically tested against the current release of Cygwin, and sample `config/names/cygtel.tcl` and `config/cache/cygtel.tcl` files are included in the OOMMF distribution. You should install a binary distribution of Tcl/Tk (such as ActiveTcl[9]) to use with OOMMF because compiling Tcl/Tk with Cygwin tools is difficult and poorly supported.

Note that OOMMF software determines whether it is running within the Cygwin environment by examining the environment variables OSTYPE and TERM. If either is set to a value beginning with `cygwin`, the Cygwin environment is assumed. If you are using the Cygwin environment with a different values for both OSTYPE and TERM, you will have to modify `config/names/cygtel.tcl` accordingly.

After you compile OOMMF within the Cygwin environment, you will also need to run OOMMF from within the Cygwin environment, to be sure that necessary runtime support libraries can be found.

**Using Borland C++** OOMMF has been successfully built and tested using the Borland C++ command line compiler[10] version 5.5. However, a couple preparatory steps are necessary before building OOMMF with this compiler.

1. Create Borland compatible Tcl and Tk libraries.

   The import libraries distributed with ActiveTcl are not compatible with the Borland C++ linker. However, the command line utility `implib` can be used to create suitable libraries from the Tcl/Tk DLL's. In the Tcl/Tk library directory (typically `"C:/Tcl/lib"`), issue a command of the form

   ```
   implib -a tcl84bc.lib ..\bin\tcl84.dll
   ```

   to create the Borland compatible import library `tcl84bc.lib`. Repeat with "tk" in place of "tcl" to create `tk84bc.lib`. The "-a" switch requests `implib` to add a leading underscore to function names. This is sufficient for the DLL's shipped with ActiveTcl 8.4.5.0, but other releases may require some additional tweaking. You can use the Borland command line tool `impdef` to create a module definition file from each DLL, add leading underscores manually as needed, and add the module definition file to the `implib` command line.

[8] http://www.cygwin.com/

[9] http://activestate.com/Products/ActiveTcl/

[10] http://www.borland.com/products/downloads/download_cbuilder.html

2. Edit `config/cache/wintel.tcl`.

   At a minimum, you will have to change the `program_compiler_c++` value to point to the Borland C++ compiler. The sample `wintel.tcl` cache file assumes the librarian `tlib` and the linker `ilink32` are in the execution path, and that the Borland compatible import libraries made above are in the Tcl/Tk library directory. If this is not the case then you will have to make the appropriate additional modifications. (Depending on your linker, you may need to add the "-o" switch to the linker command, to force ordinal usage of the Borland compatible Tcl/Tk libraries produced in the previous step.)

After this, continue with the instructions in Sec. 2.2.3, Compiling and Linking.

**Setting the TCL_LIBRARY environment variable** If you encounter difficulties during OOMMF start up, you may need to set the environment variable TCL_LIBRARY.

**On Windows NT** Bring up the Control Panel (e.g., by selecting **Settings|Control Panel** off the Start menu), and select **System**. Go to the **Environment** tab, and enter TCL_LIBRARY as the Variable, and the name of the directory containing `init.tcl` for the Value, e.g.,

```
%SystemDrive%\Program Files\Tcl\lib\tcl8.4
```

Click **Set** and **OK** to finish.

**On Windows 95** Edit the file `autoexec.bat`. Add a line such as the following:

```
set TCL_LIBRARY=C:\Program Files\Tcl\lib\tcl8.4
```

**Checking .tcl file association on Windows NT** As part of the Tcl/Tk installation, files with the `.tcl` extension are normally associated with the `wish` application. This allows Tcl scripts to be launched from Windows Explorer by double-clicking on their icon, or from the NT command line without specifying the `tclsh` or `wish` shells. If this is not working, you may check your installation from the NT command line as follows. First, run the command `assoc .tcl`. This should return the file type associated with the `.tcl` extension, e.g., `ActiveTclScript`. Next, use the `ftype` command to check the command line associated with that file type, e.g.,

```
C:\> ftype ActiveTclScript
 ActiveTclScript="C:\Tcl\bin\wish84.exe" "%1" %*
```

Note that the quotes are required as shown to protect spaces in pathnames.

# 3 Quick Start: Example OOMMF Session

**STEP 1: Start up the mmLaunch window.**

- At the command prompt, when you are in the OOMMF root directory, type

  `tclsh oommf.tcl`

  (The name of the Tcl shell, rendered here as `tclsh`, may vary between systems. This matter is discussed in Sec. 2.1.) Alternatively, you may launch `oommf.tcl` using whatever "point and click" interface is provided by your operating system.
- This will bring up a small window labeled **mmLaunch**. It will come up in background mode, so you will get another prompt in your original window, even before the **mmLaunch** window appears.

**STEP 2: Gain access to other useful windows.**

- On **mmLaunch** window, check the **localhost** box, causing a menu of user account boxes to appear. Then check the box corresponding to the account you want to compute on. This gives a menu of options:
  - **mmArchive:** to auto-save vector field data (primitive)
  - **mmDataTable:** to display current values of variables
  - **mmDisp:** to display vector fields
  - **mmGraph:** to form x-y plots
  - **mmProbEd:** to grab/modify a problem
  - **mmSolve2D:** to control the solver
- Click on **mmDisp**, **mmGraph**, and/or **mmDataTable**, depending on what form of output you want.

**STEP 3: Load a problem.**

- On **mmLaunch** window, click on the **mmProbEd** button.
- On **mmProbEd** window, make menu selection **File|Open...** An **Open File** dialog window will appear.
- On this window:
  - Double click in the **Path** subwindow to change directories. Several sample problems can be found in the directory `oommf/app/mmpe/examples`.

- To load a problem, double click on a `*.mif` file (e.g., prob1.mif) from the list above the **Filter:** subwindow.
- Modify the problem as desired by clicking on buttons from the main **mmProbEd** window (e.g., **Material Parameters**), and fill out the pop-up forms. A completely new problem may be defined this way.

**STEP 4: Initialize the solver.**

- On **mmLaunch** window, click on the **mmSolve2D** button to launch an instance of the program **mmSolve2D**.
- Wait for the new solver instance to appear in the **Threads** column in the **mmLaunch** window.
- Check the box next to the **mmSolve2D** entry in the **Threads** column. A window containing an **mmSolve2D** interface will appear.
- On **mmSolve2D** window:
  - Check **Problem Description** under **Inputs**.
  - Check **mmProbEd** under **Source Threads**.
  - Click **LoadProblem**.
  - A status line will indicate the problem is loading.
  - When the problem is fully loaded, more buttons appear.
  - Check **Scheduled Outputs**.
  - For each desired output (**TotalField**, **Magnetization**, and/or **DataTable**), specify the frequency of update:
    - Check desired output. This will exhibit the possible output destinations in **Destination Threads**. Output applications such as **mmDisp**, **mmGraph**, and/or **mmDataTable** must be running to appear in this list.
    - Check the box next to the desired Destination Thread. This will exhibit **Schedule** options.
    - Choose a schedule:
      - **Iteration:** fill in number and check the box.
      - **ControlPoint:** fill in number and check the box.
      - **Interactive:** whenever you click corresponding Interactive output button.

**STEP 5: Start the calculation.**

- On the **mmSolve2D** window, start the calculation with **Run** or **Relax**.

- If you requested mmDataTable output, check the boxes for the desired quantities on the **mmDataTable** window under the **Data** menu, so that they appear and are updated as requested in your schedule.
- Similarly, check the box for the desired X, Y1, and Y2 variables on the **mmGraph** window(s) under the **X**, **Y1** and **Y2** menus.

**STEP 6: Saving results.**

- Vector field data (magnetization and effective field) may be interactively written to disk using **mmDisp**, or may be automatically saved via scheduled output to **mmArchive**. For example, to save the magnetization state at each control point, start up an instance of **mmArchive** and select the **ControlPoint** check box for **mmArchive** on the **Magnetization** schedule in the solver. This may be done before starting the calculation. (Control points are points in the simulation where the applied field is stepped. These are typically equilibrium states, but depending on the input `*.mif` file, may be triggered by elapsed simulation time or iteration count.)
- **DataTable** data may be saved using **mmGraph**. Schedule output from the solver to **mmGraph** as desired, and use either the interactive or automated save functionality of **mmGraph** (Sec. 11). You can setup the solver data scheduling before the calculation is started, but must wait for the first data point to configure **mmGraph** before saving any data. As a workaround, you may configure **mmGraph** by sending it the initial solver state interactively, and then use the **Options|clear Data** menu item in **mmGraph** to remove the initializing data point. Alternatively, you may send scheduled output from the solver to **mmArchive**, which will automatically save all the data it receives.

**STEP 7: Perform midcourse controls as desired.**

- On the **mmSolve2D** window, buttons can stop and restart the calculation:
  - **Reset:** Return to beginning of problem.
  - **LoadProblem:** Restart with a new problem.
  - **Run:** Apply a sequence of fields until all complete.
  - **Relax:** Run the ODE at the current applied field until the next control point is reached.
  - **Pause:** Click anytime to stop the solver. Restart with **Run** or **Relax**.
  - **Field-:** Apply the previous field again.
  - **Field+:** Apply the next field in the list.
- Output options can be changed and new output windows opened.

**STEP 8: Exit OOMMF.**

- On the **mmSolve2D** window, terminate the simulation with **Exit**.
- Terminate each **mmArchive** instance by hitting the **Exit** button in its user interface window.
- Use the **File**|**Exit** menu on each remaining window to exit.

# 4 OOMMF Architecture Overview

Before describing each of the applications which comprise the OOMMF software, it is helpful to understand how these applications work together. OOMMF is not structured as a single program. Instead it is a collection of programs, each specializing in some task needed as part of a micromagnetic simulation system. An advantage of this modular architecture is that each program may be improved or even replaced without a need to redesign the entire system. Because the state of the art in micromagnetic simulation is continuing to evolve, this flexibility is essential for the longevity of a micromagnetic simulation system.

The OOMMF programs work together by providing services to one another. The programs communicate over Internet (TCP/IP) connections, even when the programs are running on a common host. An advantage of this design is that distributed operation of OOMMF programs over a networked collection of hosts is supported in the basic design, and will be available in a future release.

When two OOMMF applications are in the relationship that one is requesting a service from the other, it is convenient to introduce some clarifying terminology. Let us refer to the application that is providing a service as the "server application" and the application requesting the service as the "client application." Note that a single application can be both a server application in one service relationship and a client application in another service relationship.

Each server application provides its services on a particular Internet port, and needs to inform potential client applications how to obtain its service. Each client application needs to be able to look up possible providers of the service it needs. The intermediary which brings server applications and client applications together is another application called the "account service directory." There may be at most one account service directory application running under the user ID of each user account on a host. Each account service directory keeps track of all the services provided by OOMMF server applications running under its user account on its host and the corresponding Internet ports at which those services may be obtained. OOMMF server applications register their services with the corresponding account service directory application. OOMMF client applications look up service providers running under a particular user ID in the corresponding account server directory application.

The account service directory applications simplify the problem of matching servers and clients, but they do not completely solve it. OOMMF applications still need a mechanism to find out how to obtain the service of the account service directory applications! Another application, called the "host service directory" serves this function. Only one copy of the host service directory application runs on each host. Its sole purpose is to tell OOMMF applications where to obtain the services of account service directories on that host. Because only one copy of this application runs per host, it can provide its service on a well-known

port which is configured into the OOMMF software. By default, this is port 15136. OOMMF software can be customized (Sec. 2.3.2) to use a different port number.

The account service directory applications perform another task as well. They launch other programs under the user ID for which they manage service registration. The user controls the launching of programs through the interface provided by the application **mmLaunch** (See Sec. 6), but it is the account service directory application that actually spawns a subprocess for the new application. Because of this architecture, most OOMMF applications are launched as child processes of an account service directory application. These child processes inherit their environment from their parent account service directory application, including their working directory, and other key environment variables, such as `DISPLAY`. Each account service directory application sets its working directory to the root directory of the OOMMF distribution. Future releases of OOMMF software will likely be based on a revised architecture which alleviates these restrictions.

These service directory applications are vitally important to the operation of the total OOMMF micromagnetic simulation system. However, it would be easy to overlook them. They act entirely "behind the scenes" without a user interface window. Furthermore, they are never launched by the user. When any server application needs to register its service, if it finds that these service directory applications are not running, it launches new copies of them. In this way the user can be sure that if any OOMMF server applications are running, then so are the service directory applications needed to direct clients to its service. After all server applications terminate, and there are no longer any services registered with a service directory application, it terminates as well.

In the sections which follow, the OOMMF applications are described in terms of the services they provide and the services they require.

# 5 Command Line Launching

Some of the OOMMF applications are platform-independent Tcl scripts. Some of them are Tcl scripts that require special platform-dependent interpreters. Others are platform-dependent, compiled C++ applications. It is likely that some of them will change status in later releases of OOMMF. Each of these types of application requires a different command line for launching. Rather than require all OOMMF users to manage this complexity, we provide a pair of programs that provide simplified interfaces for launching OOMMF applications.

The first of these is used to launch OOMMF applications from the command line. Because its function is only to start another program, we refer to this program as the "bootstrap application." The bootstrap application is the Tcl script `oommf.tcl`. In its simplest usage, it takes a single argument on the command line, the name of the application to launch. For example, to launch **mmGraph** (Sec. 11), the command line is:

```
tclsh oommf.tcl mmGraph
```

The search for an application matching the name is case-insensitive. (Here, as elsewhere in this document, the current working directory is assumed to be the OOMMF root directory. For other cases, adjust the pathname as appropriate.) As discussed in Sec. 2.1, the name of the Tcl shell, rendered here as `tclsh`, may vary between systems.

If no command line arguments are passed to the bootstrap application, by default it will launch the application **mmLaunch** (Sec. 6).

Any command line arguments to the bootstrap application which begin with the character `+` modify its behavior. For a summary of all command line options recognized by the bootstrap application, run:

```
tclsh oommf.tcl +help
```

The command line arguments `+bg` and `+fg` control how the bootstrap behaves after launching the requested application. It can exit immediately after launching the requested application in background mode (`+bg`), or it can block until the launched application exits (`+fg`). Each application registers within the OOMMF system whether it prefers to be launched in foreground or background mode. If neither option is requested on the command line, the bootstrap launches the requested application in its preferred mode.

The first command line argument which does not begin with the character `+` is interpreted as a specification of what application should be launched. As described above, this is usually the simple name of an application. When a particular version of an application is required, though, the bootstrap allows the user to include that requirement as part of the specification. For example:

```
tclsh oommf.tcl "mmGraph 1.1"
```

will guarantee that the instance of the application mmGraph it launches is of at least version 1.1. If no copy of mmGraph satisfying the version requirement can be found, an error is reported.

The rest of the command line arguments which are not recognized by the bootstrap are passed along as arguments to the application the bootstrap launches. Since the bootstrap recognizes command line arguments which begin with `+` and most other applications recognize command line arguments which being with `-`, confusion about what options are provided to what programs can be avoided. For example,

```
tclsh oommf.tcl +help mmGraph
```

prints out help information about the bootstrap and exits without launching mmGraph. However,

```
tclsh oommf.tcl mmGraph -help
```

launches mmGraph with the command line argument `-help`. mmGraph then display its own help message.

All the OOMMF applications accept the standard options listed below. Some of the OOMMF applications accept additional arguments when launched from the command line, as documented in the corresponding sections of this manual. When an option argument is specified as `<0|1>`, `0` typically means off, no or disable, and `1` means on, yes or enable.

**-version** Display the version of the application and exit.

**-help** Display a help message and exit.

**-tk <0|1>** Disable or enable Tk. Tk must be enabled for an application to display graphical widgets. However, when Tk is enabled, on many platforms the application is dependent on an X Windows server. If the X Windows server dies, it will kill the application. Long-running applications which do not inherently use display widgets support disabling of Tk with `-tk 0`. Other applications which must use display widgets are unable to run with the option `-tk 0`. To run those applications that require `-tk 1` on a Unix system with no display, one might use Xvfb [11] .

**-cwd directory** Set the current working directory of the application.

[11] http://www.itworld.com/AppDev/1461/UIR000330xvfb/

**-console** Display a console widget in which Tcl commands may be interactively typed into the application. Useful for debugging.

In addition, those applications which enable Tk accept the Tk options like `-display`. See the Tk documentation.

The bootstrap application should be infrequently used by most users. The application **mmLaunch** (Sec. 6) provides a more convenient graphical interface for launching applications. The main uses for the bootstrap application are launching **mmLaunch**, launching **pimake**, launching programs which make up the OOMMF Batch System (Sec. 16) and other programs which are inherently command line driven, and in circumstances where the user wishes to precisely control the command line arguments passed to an OOMMF application or the environment in which an OOMMF application runs.

## Platform Issues

The Tcl script `oommf.tcl` begins with lines like:

```
#!/bin/sh
# \
exec tclsh "$0" ${1+"$@"}
```

On most Unix platforms, if `oommf.tcl` is marked executable, the interpreter `tclsh` (on the execution path) will be invoked to interpret the script. If the Tcl shell program cannot be invoked by the name `tclsh` on your computer, edit the first lines of `oommf.tcl` to use the proper name. Better still, use symbolic links or some other means to make the Tcl shell program available by the name `tclsh`. The latter solution will not be undone by file overwrites from OOMMF upgrades.

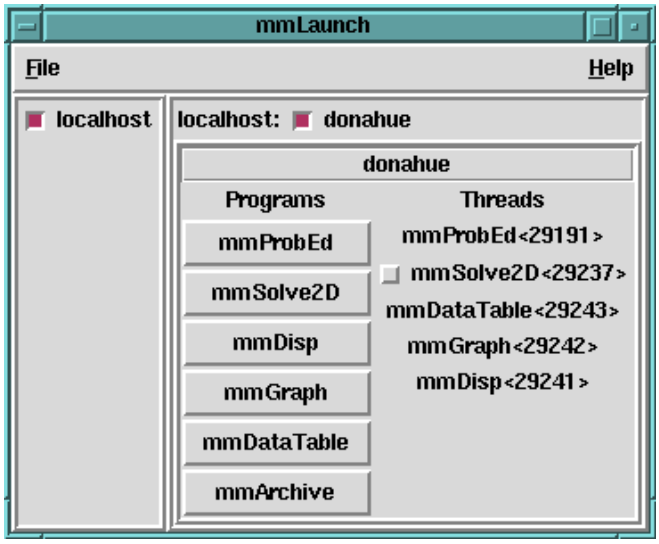
If in addition, the directory `.../path/to/oommf` is in the execution path, the command line can be as simple as:

```
oommf.tcl appName
```

from any working directory.

On Windows platforms, because `oommf.tcl` has the file extension `.tcl`, it is normally associated by Windows with the `wish` interpreter. The `oommf.tcl` script has been specially written so that either `tclsh` or `wish` is a suitable interpreter. This means that simply double-clicking on an icon associated with the file `oommf.tcl` (say, in Windows Explorer) will launch the bootstrap application with no arguments. This will result in the default behavior of launching the application **mmLaunch**, which is suitable for launching other OOMMF applications. (If this doesn't work, refer back to the Windows Options section in the installation instructions, Sec. 2.3.4.)

# 6 OOMMF Launcher/Control Interface: mmLaunch




## Overview

The application **mmLaunch** launches, monitors, and controls other OOMMF applications. It is the OOMMF application that is most closely connected to the account service directory and host service directory applications that run behind the scenes. It also provides user interfaces to any applications, notably **mmSolve2D** (Sec. 9), that do not have their own user interface window.

## Launching

**mmLaunch** should be launched using the bootstrap application (Sec. 5). The command line is

```
tclsh oommf.tcl mmLaunch [standard options]
```

## Controls

Upon startup, **mmLaunch** displays a panel of checkbuttons, one for each host service directory to which it is connected. In the current release of OOMMF there is only one checkbutton—**localhost**. Future releases of **mmLaunch** may be able to connect to remote

hosts as well. If there is no host service directory running on the localhost when **mmLaunch** is launched, **mmLaunch** will start one. In that circumstance, there may be some delay before the **localhost** check button appears.

Toggling the **localhost** checkbutton toggles the display of an interface to the host service directory. The host service directory interface consists of a row of checkbuttons, one for each account service directory registered with the host service directory. Each checkbutton is labeled with the user ID of the corresponding account service directory. For most users, there will be only one checkbutton, labeled with the user's own account ID (except on older versions of Windows, where the dummy account ID **oommf** may be displayed instead). If there is no account service directory running for the account under which **mmLaunch** was launched, **mmLaunch** will start one. In that circumstance, there may be some delay before the account checkbutton appears.

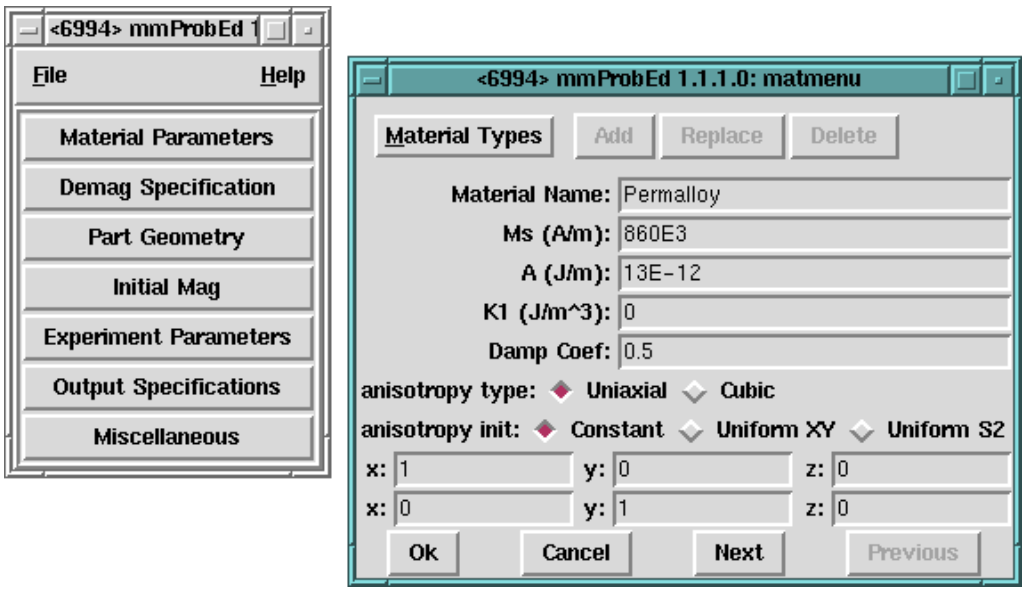
Toggling an account checkbutton toggles the display of an interface to the corresponding account service directory. The account service directory interface consists of two columns. The **Programs** column contains buttons labeled with the names of OOMMF applications that may be launched under the account managed by this account service directory. Clicking on one of these buttons launches the corresponding application. Only one click is needed, though there will be some delay before the launched application displays a window to the user. Multiple clicks will launch multiple copies of the application. Note: The launching is actually handled by the account service directory application (Sec. 4), which sets the initial working directory to the OOMMF root directory.

The **Threads** column is a list of all the OOMMF applications currently running under the account that are registered with the account service directory. The list includes both the application name and an ID number by which multiple copies of the same application may be distinguished. This ID number is also displayed in the title bar of the corresponding application's user interface window. When an application exits, its entry is automatically removed from the Threads list.

Any of the running applications that do not provide their own interface window will be displayed in the **Threads** list with a checkbutton. The checkbutton toggles the display of an interface which **mmLaunch** provides on behalf of that application. The only OOMMF applications currently using this service are **mmSolve2D** (Sec. 9), **mmArchive** (Sec. 13), and **batchsolve** (Sec. 16.1). These interfaces are described in the documentation for the corresponding applications.

The menu selection **File|Exit** terminates the **mmLaunch** application. The menu **Help** provides the usual help facilities.

# 7 Micromagnetic Problem Editor: mmProbEd




## Overview

The application **mmProbEd** provides a user interface for creating and editing micromagnetic problem descriptions in the *Micromagnetic Input Format* (MIF) (Sec. 17.1). **mmProbEd** also acts as a server, supplying problem descriptions to running instances of **mmSolve2D**.

## Launching

**mmProbEd** may be started either by selecting the **mmProbEd** button on **mmLaunch**, or from the command line via

```
tclsh oommf.tcl mmProbEd [standard options] [-net <0|1>]
```

**-net** <**0**|**1**> Disable or enable a server which provides problem descriptions to other applications. By default, the server is enabled. When the server is disabled, **mmProbEd** is only useful for editing problem descriptions and saving them to files.

## Inputs

The menu selection **File|Open...** displays a dialog box for selecting a file from which to load a MIF problem description. Several example files are included in the OOMMF release in the directory `app/mmpe/examples`. At startup, **mmProbEd** loads the problem contained in `app/mmpe/init.mif` as an initial problem. Note: When loading a file, **mmProbEd** discards comments and records it does not understand. Use the **FileSource** application (Sec.8) to serve unmodified problem descriptions.

## Outputs

The menu selection **File|Save as...** displays a dialog box for selecting/entering a file in which the problem description currently held by **mmProbEd** is to be saved. Because the internal data format use by **mmProbEd** is an unordered array that does not include comments (or unrecognized records), the simple operation of reading in a MIF file and then writing it back out may alter the file.

Each instance of **mmProbEd** contains exactly one problem description at a time. When the option `-net 1` is active (the default), each also services requests from client applications (typically solvers) for the problem description it contains.

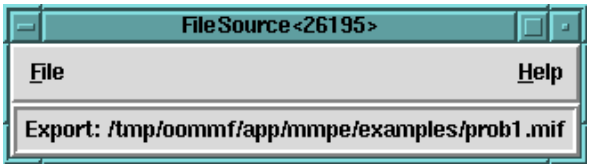
## Controls

The main panel in the **mmProbEd** window contains buttons corresponding to the sections in a MIF problem description. Selecting a button brings up another window through which the contents of that section of a problem description may be edited. The MIF sections and the elements they contain are described in detail in the MIF (Sec. 17.1) documentation. Only one editing window is displayed at a time. The windows may be navigated in order using their **Next** or **Previous** buttons.

PLEASE NOTE: The material parameter values provided for the symbolic material types of **Iron**, **Nickel**, etc. should *not* be taken as standard reference values for these materials. These values are only approximate. They are included for convenience, and as examples for users who wish to supply their own material types with symbolic names.

The menu selection **File|Exit** terminates the **mmProbEd** application. The menu **Help** provides the usual help facilities.

# 8 Micromagnetic Problem File Source: FileSource




## Overview

The application **FileSource** provides the same service as **mmProbEd** (Sec. 7), supplying a MIF description of a micromagnetic problem to a solver. As the MIF specification evolves, **mmProbEd** may lag behind. There may be new fields in the MIF specification that **mmProbEd** is not capable of editing, or which **mmProbEd** may not pass on to solvers after loading them in from a file. To make use of such fields, a MIF file may need to be edited "by hand" using a general purpose text editor. **FileSource** may then be used to supply the MIF problem description contained in a file to a solver without danger of corrupting its contents.

## Launching

**FileSource** must be launched from the command line. You may specify on the command line the MIF problem description file it should serve to client applications. The command line is

```
tclsh oommf.tcl FileSource [standard options] [filename]
```

Although **FileSource** does not appear on the list of **Programs** that **mmLaunch** offers to launch, running copies do appear on the list of **Threads** since they do provide a service registered with the account service directory.

## Inputs

**FileSource** takes its MIF problem description from the file named on the command line, or from a file selected through the **File**|**Open** dialog box. No checking of the file contents against the MIF specification is performed. The file contents are passed uncritically to any client application requesting a problem description. Those client applications should raise errors when presented with invalid problem descriptions.

## Outputs

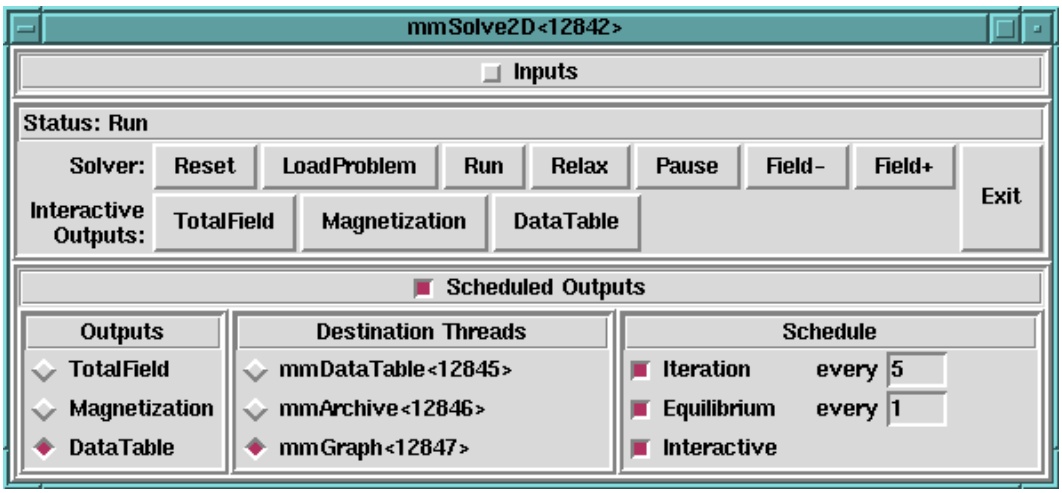
Each instance of **FileSource** provides the contents of exactly one file at a time. The file name is displayed in the **FileSource** window to help the user associate each instance of **FileSource** with the data file it provides. Each instance of **FileSource** accepts and services requests from client applications (typically solvers) for the contents of the file it exports.

The contents of the file are read at the time of the client request, so if the contents of a file change between the time of the **FileSource** file selection and the arrival of a request from a client, the new contents will be served to the client application.

## Controls

The menu selection **File|Exit** terminates the **FileSource** application. The **Help** menu provides the usual help facilities.

# 9 The 2D Micromagnetic Solver: mmSolve2D




## Overview

The application **mmSolve2D** is a micromagnetic computation engine capable of solving problems defined on two-dimensional square grids of three-dimensional spins. Within the OOMMF architecture (see Sec. 4), **mmSolve2D** is both a server and a client application. **mmSolve2D** is a client of problem description server applications, data table display and storage applications, and vector field display and storage applications. **mmSolve2D** is the server of a solver control service for which the only client is **mmLaunch** (Sec. 6). It is through this service that **mmLaunch** provides a user interface window (shown above) on behalf of **mmSolve2D**.

## Launching

**mmSolve2D** may be started either by selecting the **mmSolve2D** button on mmLaunch, or from the command line via

```
tclsh oommf.tcl mmSolve2D [standard options] [-restart <0|1>]
```

**-restart** <**0**|**1**> Affects the behavior of the solver when a new problem is loaded. Default value is 0. When launched with `-restart 1`, the solver will look for *`basename`*`.log` and *`basename`*`*.omf` files to restart a previous run from the last saved state (where *`basename`* is the "Base Output Filename" specified in the input MIF problem specification file (Sec. 17.1)). If these files cannot be found, then a warning is issued and the

solver falls back to the default behavior (`-restart 0`) of starting the problem from scratch. The specified `-restart` setting holds for **all** problems fed to the solver, not just the first. (There is currently no interactive way to change the value of this switch.)

Since **mmSolve2D** does not present any user interface window of its own, it depends on **mmLaunch** to provide an interface on its behalf. The entry for an instance of **mmSolve2D** in the **Threads** column of any running copy of **mmLaunch** has a checkbutton next to it. This button toggles the presence of a user interface window through which the user may control that instance of **mmSolve2D**. The user interface window is divided into panels, providing user interfaces to the **Inputs**, **Outputs**, and **Controls** of **mmSolve2D**.

Note on Tk dependence: If a problem is loaded that uses a bitmap mask file (Sec. 17.1), and if that mask file is not in the PPM P3 (text) format, then **mmSolve2D** will launch **any2ppm** (Sec. 15.2) to convert it into the PPM P3 format. Since **any2ppm** requires Tk, at the time the mask file is read a valid display must be available. See the **any2ppm** documentation for details.

## Inputs

The top panel of the user interface window may be opened and closed by toggling the **Inputs** checkbutton. When open, the **Inputs** panel reveals two subpanels. The left subpanel contains a list of the inputs required by **mmSolve2D**. There is only one item in the list: **ProblemDescription**. When **ProblemDescription** is selected, the right subpanel (labeled **Source Threads**) displays a list of applications that can supply a problem description. The user selects from among the listed applications the one from which **mmSolve2D** should request a problem description.

## Outputs

When **mmSolve2D** has outputs available to be controlled, a **Scheduled Outputs** checkbutton appears in the user interface window. Toggling the **Scheduled Outputs** checkbutton causes a bottom panel to open and close in the user interface window. When open, the **Scheduled Outputs** panel contains three subpanels. The **Outputs** subpanel is filled with a list of the types of output **mmSolve2D** can generate while solving the loaded problem. The three elements in this list are **TotalField**, for the output of a vector field representing the total effective field, **Magnetization**, for the output of a vector field representing the current magnetization state of the grid of spins, and **DataTable**, for the output of a table of data values describing other quantities of interest calculated by **mmSolve2D**.

Upon selecting one of the output types from the **Outputs** subpanel, a list of applications appears in the **Destination Threads** subpanel which provide a display and/or storage service for the type of output selected. The user may select from this list those applications to which the selected type of output should be sent.

For each application selected, a final interface is displayed in the **Schedule** subpanel. Through this interface the user may set the schedule according to which the selected type of data is sent to the selected application for display or storage. The schedule is described relative to events in **mmSolve2D**. An **Iteration** event occurs at every step in the solution of the ODE. A **ControlPoint** event occurs whenever the solver determines that a control point specification is met. (Control point specs are discussed in the Experiment parameters paragraph in the MIF documentation (Sec. 17.1), and are triggered by solver equilibrium, simulation time, and iteration count conditions.) An **Interactive** event occurs for a particular output type whenever the corresponding "Interactive Outputs" button is clicked in the **Runtime Control** panel. The **Interactive** schedule gives the user the ability to interactively force data to be delivered to selected display and storage applications. For the **Iteration** and **ControlPoint** events, the granularity of the output delivery schedule is under user control. For example, the user may elect to send vector field data describing the current magnetization state to an **mmDisp** instance for display every 25 iterations of the ODE, rather than every iteration.

The quantities included in **DataTable** output produced by **mmSolve2D** include:

- **Iteration:** The iteration count of the ODE solver.
- **Field Updates:** The number of times the ODE solver has calculated the effective field.
- **Sim Time (ns):** The elapsed simulated time.
- **Time Step (ns):** The interval of simulated time spanned by the last step taken in the ODE solver.
- **Step Size:** The magnitude of the last step taken by the ODE solver as a normalized value. (This is currently the time step in seconds, multiplied by the gyromagnetic ratio times the damping coefficient times $M_s$.)
- **Bx, By, Bz (mT):** The $x$, $y$, and $z$ components of the nominal applied field (see Sec. 17.1, Experimental parameters paragraph).
- **B (mT):** The magnitude of the nominal applied field (always non-negative).

- **|m x h|:** The maximum of the point-wise quantity $\|\mathbf{M} \times \mathbf{H}_{\text{eff}}\|/M_s^2$ over all the spins. This "torque" value is used to test convergence to an equilibrium state (and raise control point –torque events).

- **Mx/Ms, My/Ms, Mz/Ms:** The $x$, $y$, and $z$ components of the average magnetization of the magnetically active elements of the simulated part.

- **Total Energy ($\mathbf{J/m^3}$):** The total average energy density for the magnetically active elements of the simulated part.

- **Exchange Energy ($\mathbf{J/m^3}$):** The component of the average energy density for the magnetically active elements of the simulated part due to exchange interactions.

- **Anisotropy Energy ($\mathbf{J/m^3}$):** The component of the average energy density for the magnetically active elements of the simulated part due to crystalline anisotropy.

- **Demag Energy ($\mathbf{J/m^3}$):** The component of the average energy density for the magnetically active elements of the simulated part due to self-demagnetizing fields.

- **Zeeman Energy ($\mathbf{J/m^3}$):** The component of average energy density for the magnetically active elements of the simulated part due to interaction with the applied field.

- **Max Angle:** The maximum angle (in degrees) between the magnetization orientation of any pair of neighboring spins in the grid. (The neighborhood of a spin is the same as that defined by the exchange energy calculation.)

In addition, the solver automatically keeps a log file that records the input problem specification and miscellaneous runtime information. The name of this log file is *`basename`*`.log`, where *`basename`* is the "Base Output Filename" specified in the input problem specification. If this file already exists, then new entries are appended to the end of the file.

## Controls

The middle section of the user interface window contains a series of buttons providing user control over the solver. After a problem description server application has been selected, the **LoadProblem** button triggers a fetch of a problem description from the selected server. The **LoadProblem** button may be selected at any time to (re-)load a problem description from the currently selected server. After loading a new problem the solver goes automatically into a paused state. (If no problem description server is selected when the **LoadProblem**

button is invoked, nothing will happen.) The **Reset** button operates similarly, except that the current problem specifications are used.

Once a problem is loaded, the solver can be put into any of three states: run, relax and pause. Selecting **Relax** puts the solver into the "relax" state, where it runs until a control point is reached, after which the solver pauses. If the **Relax** button is reselected after reaching a control point, then the solver will simply re-pause immediately. The **Field+** or **Field-** button must be invoked to change the applied field state. (Field state schedules are discussed below.) The **Run** selection differs in that when a control point is reached, the solver automatically steps the nominal applied field to the next value, and continues. In "run" mode the solver will continue to process until there are no more applied field states in the problem description. At any time the **Pause** button may be selected to pause the solver. The solver will stay in this state until the user reselects either **Run** or **Relax**. The current state of the solver is indicated in the **Status** line in the center panel of the user interface window.

The problem description (in MIF format) specifies a fixed applied field schedule (see Sec. 17.1, Experimental parameters paragraph). This schedule defines an ordered list of applied fields, which the solver in "run" mode steps through in sequence. The **Field-** and **Field+** buttons allow the user to interactively adjust the applied field sequence. Each click on the **Field+** button advances forward one step through the specified schedule, while **Field-** reverses that process. In general, the step direction is *not* related to the magnitude of the applied field. Also note that hitting these buttons does not generate a "ControlPoint" event. In particular, if you are manually accelerating the progress of the solver through a hysteresis loop, and want to send non-ControlPoint data to a display or archive widget before advancing the field, then you must use the appropriate "Interactive Output" button.

The second row of buttons in the interaction control panel, **TotalField**, **Magnetization** and **DataTable**, allow the user to view the current state of the solver at any time. These buttons cause the solver to send out data of the corresponding type to all applications for which the "Interactive" schedule button for that data type has been selected, as discussed in the Outputs section above.

At the far right of the solver controls is the **Exit** button, which terminates **mmSolve2D**. Simply closing the user interface window does not terminate **mmSolve2D**, but only closes the user interface window. To kill the solver the **Exit** button must be pressed.

## Details

Given a problem description, **mmSolve2D** integrates the Landau-Lifshitz equation [7, 9]

$$\frac{d\mathbf{M}}{dt} = -\gamma\,\mathbf{M}\times\mathbf{H}_{\text{eff}} - \frac{\gamma\alpha}{M_s}\,\mathbf{M}\times(\mathbf{M}\times\mathbf{H}_{\text{eff}})\,, \tag{1}$$

where

| | |
|---|---|
| $\mathbf{M}$ | is the pointwise magnetization (A/m), |
| $\mathbf{H}_{\text{eff}}$ | is the pointwise effective field (A/m), |
| $\gamma$ | is the gyromagnetic ratio (m/(A·s)), |
| $\alpha$ | is the damping coefficient (dimensionless). |

The effective field is defined as

$$\mathbf{H}_{\text{eff}} = -\mu_0^{-1} \frac{\partial E}{\partial \mathbf{M}}.$$

The average energy density $E$ is a function of $\mathbf{M}$ specified by Brown's equations [4], including crystalline anisotropy, exchange, self-magnetostatic (demagnetization) and applied field (Zeeman) terms.

The micromagnetic problem is impressed upon a regular 2D grid of squares, with 3D magnetization spins positioned at the centers of the cells. Note that the constraint that the grid be composed of square elements takes priority over the requested size of the grid. The actual size of the grid used in the computation will be the nearest integral multiple of the grid's cell size to the requested size. It is important when comparing the results from grids with different cell sizes to account for the possible change in size of the overall grid. At present, Neumann boundary conditions are assumed.

The crystalline anisotropy and applied field energy terms are calculated assuming constant magnetization in each cell. The exchange energy is calculated using the eight-neighbor bilinear interpolation described in [5]. The more common four-neighbor scheme is available as a compile-time option. See the file `app/mmsolve/magelt.cc` for details.

The self-magnetostatic field is calculated as the convolution of the magnetization against a kernel that describes the cell to cell magnetostatic interaction. The convolution is evaluated using fast Fourier transform (FFT) techniques. Several kernels are supported; these are selected as part of the problem description in MIF format; for details see Sec. 17.1: Demag specification. Each kernel represents a different interpretation of the discrete magnetization. The recommended model is `ConstMag`, which assumes the magnetization is constant in each cell, and computes the average demagnetization field through the cell using formulae from [12] and [2].

The Landau-Lifshitz ODE (1) is integrated using a second order predictor-corrector technique of the Adams type. The right side of (1) at the current and previous step is extrapolated forward in a linear fashion, and is integrated across the new time interval to obtain a quadratic prediction for $\mathbf{M}$ at the next time step. (At each stage the spins are renormalized to $M_s$ before evaluating the energy and effective fields.) The right side of (1) is evaluated at the predicted $\mathbf{M}$, which is then combined with the value at the current step to produce a

linear interpolation of $d\mathbf{M}/dt$ across the new interval. This is then integrated to obtain the final estimate of $\mathbf{M}$ at the new step. The local (one step) error of this procedure should be $O(\Delta t^3)$.

The step is accepted if the total energy of the system decreases, and the maximum error between the predicted and final $\mathbf{M}$ is smaller than a nominal value. If the step is rejected, then the step size is reduced and the integration procedure is repeated. If the step is accepted, then the error between the predicted and final $\mathbf{M}$ is used to adjust the size of the next step. No fixed ratio between the previous and current time step is assumed.

A fourth order Runge-Kutta solver is used to prime the predictor-corrector solver, and is used as a backup in case the predictor-corrector fails to find a valid step. The Runge-Kutta solver is not selectable as the primary solver at runtime, but may be so selected at compile time by defining the `RUNGE_KUTTA_ODE` macro. See the file `app/mmsolve/grid.cc` for all details of the integration procedure.

For a given applied field, the integration continues until a control point (cf. Experiment parameters paragraph in Sec. 17.1) is reached. A control point event may be raised by the ODE iteration count, elapsed simulation time, or by the maximum value of $\|\mathbf{M} \times \mathbf{H}_{\text{eff}}\|/M_s^2$ dropping below a specified control point –torque value (implying an equilibrium state has been reached).

## Known Bugs

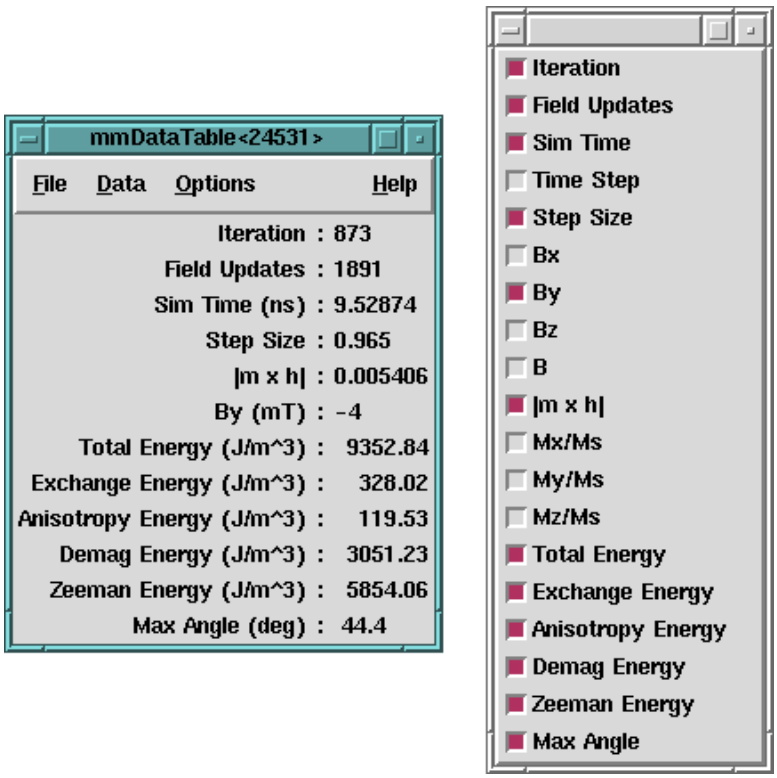
**mmSolve2D** requires the damping coefficient to be non-zero. See the MIF documentation (Sec. 17.1) for details on specifying the damping coefficient.

When multiple copies of **mmLaunch** are used, each can have its own interface to a running copy of **mmSolve2D**. When the interface presented by one copy of **mmLaunch** is used to set the output schedule in **mmSolve2D**, those settings are not reflected in the interfaces presented by other copies of **mmLaunch**. For example, although the first interface sets a schedule that DataTable data is to be sent to an instance of **mmGraph** every third Iteration, there is no indication of that schedule presented to the user in the second interface window. It is unusual to have more than one copy of **mmLaunch** running simultaneously. However, this bug also appears when one copy of **mmLaunch** is used to load a problem and start a solver, and later a second copy of **mmLaunch** is used to monitor the status of that running solver.

A bug in the network traffic handling code of Tcl on Windows 95 and Windows 98 systems can sometimes interfere with communications between the control interface of **mmSolve2D** and the actual computation engine. If **mmSolve2D** is sending out data to two or more data display services every iteration, the network traffic used to send out that data can "crowd out" the receipt of control messages from the control interface. You may observe this as

a long delay between the time you click the **Pause** button and the time the solver stops iterating. This bug first appeared in Tcl release 8.0.3, and remained through Tcl release 8.1.1. It is fixed in Tcl releases 8.2 and later, which we recommend for OOMMF users on Windows 95 or Windows 98 systems. Other platforms do not have this problem.

# 10 Data Table Display: mmDataTable




## Overview

The application **mmDataTable** provides a data display service to its client applications. It accepts data from clients and displays it in a window. Its typical use is to display the evolving values of quantities computed by a micromagnetic solver program.

## Launching

**mmDataTable** may be started either by selecting the **mmDataTable** button on **mmLaunch**, or from the command line via

```
tclsh oommf.tcl mmDataTable [standard options] [-net <0|1>]
```

**-net** <**0**|**1**> Disable or enable a server which allows the data displayed by **mmDataTable** to be updated by another application. By default, the server is enabled. When the server is disabled, **mmProbEd** is only useful if it is embedded in another application.

## Inputs

The client application(s) that send data to **mmDataTable** for display control the flow of data. The user, interacting with the **mmDataTable** window, controls how the data is displayed. Upon launch, **mmDataTable** displays only a menubar. Upon user request, a display window below the menubar displays data values.

Each message from a client contains a list of (name, value, units) triples containing data for display. For example, one element in the list might be {`Magnetization 800000 A/m`}. **mmDataTable** stores the latest value it receives for each name. Earlier values are discarded when new data arrives from a client.

## Outputs

**mmDataTable** does not support any data output or storage facilities. To save tabular data, use the **mmGraph** (Sec. 11) or **mmArchive** (Sec. 13) applications.

## Controls

The **Data** menu holds a list of all the data names for which **mmDataTable** has received data. Initially, **mmDataTable** has received no data from any clients, so this menu is empty. As data arrives from clients, the menu fills with the list of data names. Each data name on the list lies next to a checkbutton. When the checkbutton is toggled from off to on, the corresponding data name and its value and units are displayed at the bottom of the display window. When the checkbutton is toggled from on to off, the corresponding data name is removed from the display window. In this way, the user selects from all the data received what is to be displayed. Selecting the dashed rule at the top of the **Data** menu detaches it so the user may easily click multiple checkbuttons.

Displayed data values can be individually selected (or deselected) with a left mouse button click on the display entry. Highlighting is used to indicated which data values are currently selected. The **Options** menu also contains commands to select or deselect all displayed values. The selected values can be copied into the cut-and-paste (clipboard) buffer with the `CTRL-c` key combination, or the **Options|Copy** menu command.

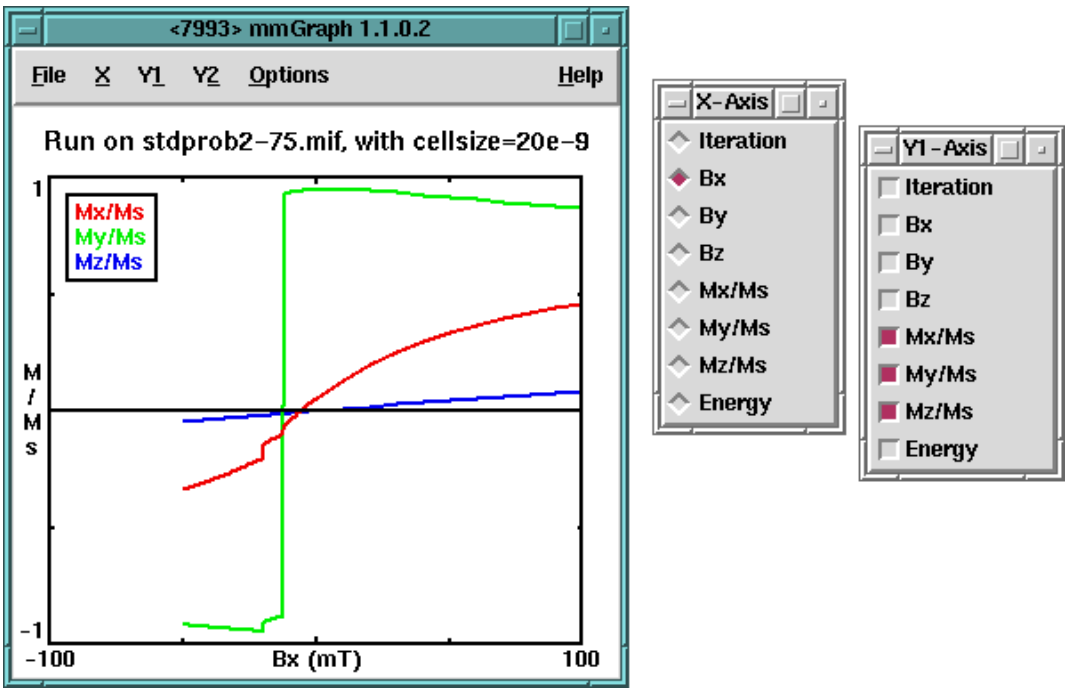
The data value selection mechanism may also be used in data value formatting control. The **Options|Format** menu command brings up a **Format** dialog box to change the justification and format specification string. (The latter is the conversion string passed to the Tcl `format` command, which uses the C `printf` format codes.) If the **Adjust:Selected** radiobutton is active, then the specification will be applied to only the currently selected

(highlighted) data values. Alternately, if **Adjust:All** is active, then the specification will be applied to all data values, and will additionally become the default specification.

A right mouse button click on a display entry will select that entry, and bring up the **Format** with the justification and format specifications of the selected entry. These specifications, with any revisions, may then be applied to all of the selected entries.

The menu selection **File|Exit** terminates the **mmDataTable** application. The menu **Help** provides the usual help facilities.

# 11 Data Graph Display: mmGraph




## Overview

The application **mmGraph** provides a data display service similar to that of **mmDataTable** (Sec. 10). The usual data source is a running solver, but rather than the textual output provided by **mmDataTable**, **mmGraph** produces 2D line plots. **mmGraph** also stores the data it receives, so it can produce multiple views of the data and can save the data to disk. Postscript output is also supported.

## Launching

**mmGraph** may be started either by selecting the **mmGraph** button on **mmLaunch** or from the command line via

```
tclsh oommf.tcl mmGraph [standard options] [-net <0|1>]
```

**-net** <**0**|**1**> Disable or enable a server which allows the data displayed by **mmGraph** to be updated by another application. By default, the server is enabled. When the server is disabled, **mmGraph** may only input data from a file.

## Inputs

Input to **mmGraph** may come from either a file in the ODT format (Sec. 17.2), or, when `-net 1` (the default) is active, from a client application (typically a running solver). The **File|Open...** dialog box is used to select an input file. Receipt of data from client applications is the same as for **mmDataTable** (Sec. 10). In either case, input data are appended to any previously held data.

Curve breaks (i.e., separation of a curve into disjoint segments) are recorded in the data storage buffer via *curve break records.* These records are generated whenever a `Table Start` or a `Table End` record is read from an ODT file, when an empty data record is received from a client application, or when requested by the user using the **mmGraph Options|Break** menu option.

## Outputs

Unlike **mmDataTable**, **mmGraph** internally stores the data sent to it. This data may be written to disk via the **File|Save As...** dialog box. If the file specified already exists, then **mmGraph** output is appended to that file. The output is in the tabular ODT format described in Sec. 17.2. The data are segmented into separate `Table Start/Table End` blocks across each curve break record.

By default, all data currently held by **mmGraph** is written, but the **Save: Selected Data** option presented in the **File|Save As...** dialog box causes the output to be restricted to those curves currently selected for display. In either case, the graph display limits do *not* affect the output.

The save operation writes records that are held by **mmGraph** at the time the **File|Save As...** dialog box **OK** button is invoked. Additionally, the **Auto Save** option in this dialog box may be used to automatically append to the specified file each new data record as it is received by **mmGraph**. The appended fields will be those chosen at the time of the save operation, i.e., subsequent changing of the curves selected for display does not affect the automatic save operation. The automatic save operation continues until either a new output file is specified, the **Options|Stop autosave** control is invoked, or **mmGraph** is terminated.

The **File|Print...** dialog is used to produce a Postscript file of the current graph. On Unix systems, the output may be sent directly to a printer by filling the **Print to:** entry with the appropriate pipe command, e.g., `|lpr`. (The exact form is system dependent.)

## Controls

Graphs are constructed by selecting any one item off the **X**-axis menu, and any number of items off the **Y1**-axis and **Y2**-axis menus. The y1-axis is marked on the left side of the graph; the y2-axis on the right. These menus may be detached by selecting the dashed rule at the top of the list. Sample results are shown in the figure at the start of this section.

When **mmGraph** is first launched, all the axis menus are empty. They are dynamically built based on the data received by **mmGraph**. By default, the graph limits and labels are automatically set based on the data. The x-axis label is set using the selected item data label and measurement unit (if any). The y-axes labels are the measurement unit of the first corresponding y-axis item selected.

The **Options|Configure...** dialog box allows the user to override default settings. To change the graph title, simply enter the desired title into the **Title** field. To set the axis labels, deselect the **Auto Label** option in this dialog box, and fill in the **X Label**, **Y1 Label** and **Y2 Label** fields as desired. The axis limits can be set in a similar fashion. In addition, if an axis limit is left empty, a default value (based on all selected data) will be used.

The size of the margin surrounding the plot region is computed automatically. Larger margins may be specified by filling in the appropriate fields in the **Margin Requests** section. Units are pixels. Requested values smaller than the computed (default) values are ignored.

As mentioned earlier, **mmGraph** stores in memory all data it receives. Over the course of a long run, the amount of data stored can grow to many megabytes. This storage can be limited by specifying a positive ($> 0$) value for the **Point buffer size** entry in the **Options|Configure...** dialog box. The oldest records are removed as necessary to keep the total number of records stored under the specified limit. A zero value for **Point buffer size** is interpreted as no limit. (The storage size of an individual record depends upon several factors, including the number of items in the record and the version of Tcl being used.) Data erasures may not be immediately reflected in the graph display.

At any time, the point buffer storage may be completely emptied with the **Options|clear Data** command. The **Options|stop Autosave** selection will turn off the auto save feature, if currently active. Also on this menu is **Options|Rescale**, which autoscales the graph axis limits from the selected data. This command ignores but does not reset the "Auto Scale" settings in the **Options|Configure...** dialog box. The **Options|Break** item inserts a curve break record into the point buffer, causing a break in each curve after the current point. This option may be useful if **mmGraph** is being fed data from multiple sources.

The **Options|Key** selection toggles the key (legend) display on and off. The key may also be repositioned by dragging with the left mouse button. If curves are selected off both the y1 and y2 menus, then a horizontal line in the key separates the two sets of curves, with the labels for the y1 curves on top.

The last command on the options menu is **Options|Smooth**. If smoothing is disabled, then the data points are connected by straight line segments. If enabled, then each curve is rendered as a set of parabolic splines, which do not in general pass through the data points. This is implemented using the `--smooth 1` option to the Tcl `canvas create line` command; see that documentation for details.

A few other controls are also available only through the mouse. If the mouse pointer is positioned over a drawn item in the graph, holding down the left mouse button will bring up the coordinates of that point, with respect to the y1-axis. Similarly, depressing the right mouse button, or alternatively holding down the shift key while pressing the left mouse button will bring up the coordinates of the point with respect to the y2-axis. The coordinates displayed are the coordinates of a point on a drawn line, which are not necessarily the coordinates of a plotted data point. (The data points are plotted at the endpoints of each line segment.) The coordinate display is cleared when the mouse button is released.

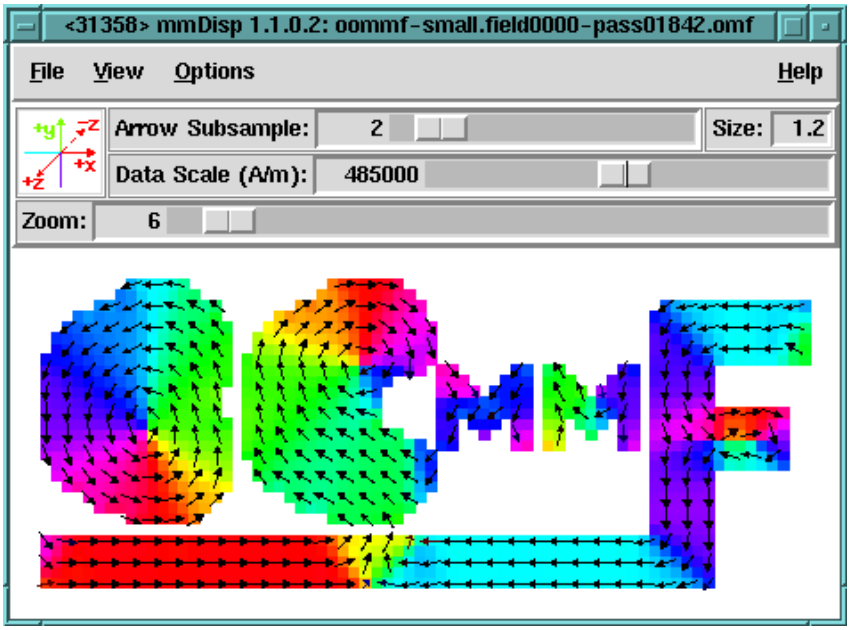
One vertical and one horizontal rule (line) are also available. Initially, these rules are tucked and hidden against the left and bottom graph axes, respectively. Either may be repositioned by dragging with the left or right mouse button.

The menu selection **File|Exit** terminates the **mmGraph** application. The menu **Help** provides the usual help facilities.

## Details

The axes menus are configured based on incoming data. As a result, these menus are initially empty. If a graph widget is scheduled to receive data only upon control point events in the solver, it may be a long time after starting a problem in the solver before the graph widget can be configured. Because **mmGraph** keeps all data up to the limit imposed by the *Point buffer size*, data loss is usually not a problem. Of more importance is the fact that automatic data saving can not be set up until the first data point is received. As a workaround, the solver initial state may be sent interactively as a dummy point to initialize the graph widget axes menus. (You may turn off the **Interactive** schedule connection after sending this data point.) Select the desired quantities off the axes menus, and use the **Options|clear Data** command to remove the dummy point from **mmGraph**'s memory. The **File|Save As...** dialog box may then be used—with the **Auto Save** option enabled—to write out an empty table with proper column header information. Subsequent data will be written to this file as it arrives.

# 12 Vector Field Display: mmDisp




## Overview

The application **mmDisp** displays two-dimensional spatial distributions of three-dimensional vectors (i.e., vector fields). It can load vector fields from files in a variety of formats, or it can accept vector field data from a client application, typically a running solver. **mmDisp** offers a rich interface for controlling the display of vector field data, and can also save the data to a file and produce Postscript print output.

## Launching

**mmDisp** may be started either by selecting the **mmDisp** button on **mmLaunch**, or from the command line via

```
tclsh oommf.tcl mmDisp [standard options] [-net <0|1>] [filename]
```

**-net** <**0**|**1**> Disable or enable a server which allows the data displayed by **mmDisp** to be updated by another application. By default, the server is enabled. When the server is disabled, **mmDisp** may only input data from a file.

If a filename is supplied on the command line, **mmDisp** takes it to be the name of a file containing vector field data for display. That file will be opened on startup.

## Inputs

Input to **mmDisp** may come from either a file or from a client application (typically a running solver), in any of the vector field formats described in Sec. 17.3. Other file formats can also be supported if a translation filter program is available.

Client applications that send data to **mmDisp** control the flow of data. The user, interacting with the **mmDisp** window, determines how the vector field data are displayed.

File input is initiated through the **File|Open...** dialog box. Several example files are included in the OOMMF release in the directory `app/mmdisp/examples`. When the **Browse** button is enabled, the "Open File" dialog box will remain open after loading a file, so that multiple files may be displayed in sequence. The **Auto** configuration box determines whether the vector subsampling, data scale, or zoom factor of the display should be determined automatically (based on the data in the file and the current display window size), or whether their values should be held constant while loading the file.

**mmDisp** permits local customization allowing for automatic translation from other file formats into one of the vector field formats (Sec. 17.3) that **mmDisp** recognizes. When loading a file, **mmDisp** compares the file name to a list of glob-style patterns. These patterns typically match on the filename extension. An example pattern is `*.gz`. The assumption is that the pattern identifies files containing data in a particular format. For each pattern in the list, there is a corresponding translation program. **mmDisp** calls on that program as a filter which takes data in one format from standard input and writes to standard output the same data in one of the formats supported by **mmDisp**. In its default configuration, **mmDisp** recognizes the pattern `*.gz` and invokes the translation program `gzip -dc` to perform the "translation." In this way, support for reading gzip compressed files is "built in" to **mmDisp** on any platform where the **gzip** program is installed.

New patterns and translation programs may be added to **mmDisp** by the usual method of local customization (Sec. 2.3.2). The command to add to the customization file is of the form

```
Oc_Option Add mmDisp Input filters {{*.gz {gzip -dc}}}
```

The final argument in this command is a list of pairs. The first element in each pair is the filename pattern. The second element in each pair is the command line for launching the corresponding translation program. If a program `foo` were known to translate a file format identified by the extension `.bar` into the OVF file format, that program could be made known to **mmDisp** by changing the above customization command to:

```
Oc_Option Add mmDisp Input filters {{*.gz {gzip -dc}} {*.bar foo}}
```

## Outputs

The vector field displayed by **mmDisp** may be saved to disk via the **File|Save As...** dialog box. The output is in the OVF format (Sec. 17.3.1). The OVF file options may be set by selecting the appropriate radio buttons in the OVF File Options panel. The **Title** and **Desc** fields may be edited before saving. Enabling the **Browse** button allows for saving multiple files without closing the "Save File" dialog box.

The **File|Print...** dialog is used to produce a Postscript file of the current display. On Unix systems, the output may be sent directly to a printer by filling the **Print to:** entry with the appropriate pipe command, e.g., `|lpr`. (The exact format is system dependent.)

To produce bitmap output, save the file to disk in the OVF format, and use the **avf2ppm** (Sec. 15.1) utility to do the conversion.

## Controls

The menu selection **File|Clear** clears the display window. The menu selection **File|Exit** terminates the **mmDisp** application. The menu **Help** provides the usual help facilities.

The **View** menu provides high-level control over how the vector field is placed in the display window. The menu selection **View|Wrap Display** resizes the display window so that it just contains the entire vector field surrounded by a margin. **View|Fill Display** resizes the vector field until it fills the current size of the display window. If the aspect ratio of the display window does not match the aspect ratio of the vector field, a larger than requested margin appears along one edge to make up the difference. **View|Rotate ccw** and **View|Rotate cw** rotate the display one quarter turn counter-clockwise and clockwise respectively. The display window also rotates, so that the portion of the vector field seen and any margins are preserved (unless the display of the control bar forces the display window to be wider). **View|reDraw** allows the user to invoke a redrawing of the display window.

The menu selection **Options|Configure...** brings up a dialog box through which the user may control many features of the vector field display. Vectors in the vector field may be displayed as arrows, pixels, or both. The **Arrow** and **Pixel** buttons in the **Plot type** column on the left of the dialog box enable each type of display.

Columns 2–4 in the Configure dialog box control the use of color. Both arrows and pixels may be independently colored to indicate some quantity. The **Color Quantity** column controls which scalar quantity the color of the arrow or pixel represents. The $x$, $y$, or $z$ components of the vector, the vector magnitude, or the in-plane $xy$-angle of the vector from the positive $x$-axis may be selected. On regularly gridded data the vector field divergence is also available for display.

The assignment of a color to a quantity value is determined by the **Colormap** selected.

Colormaps are labeled by a sequence of colors that are mapped across the range of the selected quantity. For example, if the "Red-Black-Blue" colormap is applied to the **Color Quantity** "z", then vectors pointing into the $xy$-plane ($z < 0$) are colored red, those lying in the plane ($z = 0$) are colored black, and those pointing out of the plane ($z > 0$) are colored blue. Values between the extremes are colored with intermediate colors, selected using a discretization determined by the **# of Colors** value. This value governs the use of potentially limited color resources, and can be used to achieve some special coloring effects. (Note: The $xy$-angle quantity is best viewed with a colormap that begins and ends with the same color, e.g., "Red-Green-Blue-Red.")

When there are many vectors in a vector field, a display of all of them may be more confusing than helpful. The **Subsample** column allows the user to request that only a sampling of vectors from the vector field be displayed. The **Subsample** value is roughly the number of vectors along one spatial dimension of the vector field which map to a single displayed vector (arrow or pixel). Each vector displayed is an actual vector in the vector field—the selection of vectors for display is a sampling process, not an averaging or interpolation process. The subsample rates for arrows and pixels may be set independently. A subsample rate of 0 is interpreted specially to display all data. (This is typically much quicker than subsampling at a small rate, e.g., 0.1.)

The length of an arrow represents the magnitude of the vector field. All arrows are drawn with a length between zero and "full-scale." By default, the full-scale arrow length is computed so that it covers the region of the screen that one displayed vector is intended to represent, given the current subsample rate. Following this default, arrows do not significantly overlap each other, yet all non-zero portions of the vector field have a representation in the display. Similarly, pixels are drawn with a default size that fills an area equal to the region of the screen one pixel is intended to represent, given the pixel subsample rate. The **Size** column allows the user to (independently) override the default size of pixels and full-scale arrows. A value of 1 represents the default size. By changing to a larger or smaller **Size** value, the user may request arrows or pixels larger or smaller than the default size.

Below the Arrow and Pixel Controls are several additional controls. The **Data Scale** entry affects the data value scaling. As described above, all arrows are displayed with length between zero and full-scale. The full-scale arrow length corresponds to some scalar value of the magnitude of the vector field. The **Data Scale** entry allows the user to set the value at which the drawn arrow length goes full-scale. Any vectors in the vector field with magnitude equal to or greater than the data scale value will be represented by arrows drawn at full scale. Other vectors will be represented by shorter arrows with length determined by a linear scale between zero and the data scale value. Similarly, the data scale value controls the range of values spanned by the colormap used to color pixels. The usual use of the **Data Scale** entry is to reduce the data scale value so that more detail can be seen in those portions of

the vector field which have magnitude less than other parts of the vector field. If the data scale value is increased, then the length of the arrows in the plot is reduced accordingly. If the data scale value is decreased, then the length of the arrows is increased, until they reach full-scale. An arrow representing a vector with magnitude larger than the data scale value may be thought of as being truncated to the data scale value. The initial (default) data scale value is usually the maximum vector magnitude in the field, so at this setting no arrows are truncated. Entering `0` into the data scale box will cause the data scale to be reset to the default value. (For OVF files (Sec. 17.3.1), the default data scale value is set from the `ValueRangeMaxMag` header line. This is typically set to the maximum vector magnitude, but this is not guaranteed.) The data scale control is intended primarily for use with vector fields of varying magnitude (e.g., **H**-fields), but may also be used to adjust the pixel display contrast for any field type.

The **Zoom** entry controls the spatial scaling of the display. The value roughly corresponds to the number of pixels per vector in the fully-sampled vector field. (This value is not affected by the subsampling rate.)

To the right of the **Data Scale** and **Zoom** entries are controls to specify what margin (in pixels) should be maintained around the vector field, whether or not a bounding polygon is displayed, and what background color the display window should use.

No changes made by the user in the **Options|Configure...** dialog box affect the display window until either the **Apply** or **OK** button is selected. If the **OK** button is selected, the dialog box is also dismissed. The **Close** button dismisses the dialog without changing the display window.

The other item under the **Options** menu is a checkbutton that toggles the display of a control bar. The control bar offers alternative interfaces to some of the operations available from the **Options|Configure...** dialog box and the **View** menu. On the left end of the control bar is a display of the coordinate axes. These axes rotate along with the vector field in the display window to identify the coordinate system of the display, and are color coded to agree with the pixel (if active) or arrow coloring. A click of the left mouse button on the coordinate axes causes a counter-clockwise rotation. A click of the right mouse button on the coordinate axes causes a clockwise rotation.

To the right of the coordinate axes are two rows of controls. The top row allows the user to control the subsample rate and size of displayed arrows. The subsample rate may be modified either by direct entry of a new rate, or by manipulation of the slider. The second row controls the current data scale value. A vertical bar in the slider area marks the default data scale value. Specifying `0` for the data scale value will reset the data scale to the default value. At the bottom of the control bar is a zoom (spatial magnification) control.

The zoom value may also be changed by using the mouse inside the display window. A click and drag with the left mouse button displays a red rectangle that changes size as the

mouse is dragged. When the left mouse button is released, the vector field is rescaled so that the portion of the display window within the red rectangle expands until it reaches the edges of the display window. Both dimensions are scaled by the same amount so there is no distortion of the vector field. Small red arrows on the sides of the red rectangle indicate which dimension will expand to meet the display window boundaries upon release of the left mouse button. After the rescaling, the red rectangle remains in the display window briefly, surrounding the same region of the vector field, but at the new scale.

A click and drag with the right mouse button displays a blue rectangle that changes size as the mouse is dragged. When the right mouse button is released, the vector field is rescaled so that all of the vector field currently visible in the display window fits in the size of the blue rectangle. Both dimensions are scaled by the same amount so there is no distortion of the vector field. Small blue arrows on the sides of the blue rectangle indicate the dimension in which the vector field will shrink to exactly transform the display window size to the blue rectangle size. After the rescaling, the blue rectangle remains in the display window briefly, surrounding the same region of the vector field, now centered in the display window, and at the new scale.

When the zoom value is large enough that a portion of the vector field lies outside the display window, scrollbars appear that may be used to translate the vector field so that different portions are visible in the display window. On systems that have a middle mouse button, clicking the middle button on a point in the display window translates the vector field so that the selected point is centered within the display window.

**mmDisp** remembers the previous zoom value and data scale values. To revert to the previous settings, the user may hit the `ESC` key. This is a limited "Undo" feature.

Several keyboard shortcuts are available as alternatives to menu- or mouse-based operations. The effect of a key combination depends on which subwindow of **mmDisp** is active. The `TAB` key may be used to change the active subwindow. The `SHIFT-TAB` key combination also changes the active subwindow, in reverse order.

When the active subwindow is the display window, the following key combinations are active:

- `CTRL-o` – same as menu selection **File|Open...**
- `CTRL-s` – same as menu selection **File|Save as...**
- `CTRL-p` – same as menu selection **File|Print...**
- `CTRL-w` – same as menu selection **View|Wrap Display**
- `CTRL-f` – same as menu selection **View|Fill Display**

- `HOME` – First fill, then wrap the display.
- `CTRL-r` – same as menu selection **View|Rotate ccw**
- `SHIFT-CTRL-r` – same as menu selection **View|Rotate cw**
- `INSERT` – decrease arrow subsample by 1
- `DEL` – increase arrow subsample by 1
- `SHIFT-INSERT` – decrease arrow subsample by factor of 2
- `SHIFT-DEL` – increase arrow subsample by factor of 2
- `PAGEUP` – increase the zoom value by a factor of 1.149
- `PAGEDOWN` – decrease the zoom value by a factor of 1.149
- `SHIFT-PAGEUP` – increase the zoom value by factor of 2
- `SHIFT-PAGEDOWN` – decrease the zoom value by factor of 2
- `ESC` – revert to previous data scale and zoom values

When the active subwindow is the control bar's coordinate axes display, the following key combinations are active:

- `LEFT` – same as menu selection **View|Rotate ccw**
- `RIGHT` – same as menu selection **View|Rotate cw**

When the active subwindow is any of the control bar's value entry windows – arrow subsample, size, data scale or zoom, the following key combinations are active:

- `ESC` – undo uncommitted value (displayed in red)
- `RETURN` – commit entered value

When the active subwindow is either of the control bar's sliders—arrow subsample, data scale or zoom—the following key combinations are active:

- `LEFT` – slide left (decrease value)
- `RIGHT` – slide right (increase value)
- `ESC` – undo uncommitted value (displayed in red)
- `RETURN` – commit current value

Of course the usual keyboard access to the menu items is also available.

## Details

The selection of vectors for display according to the **Subsample** differs depending on whether or not the data lies on a regular grid. If so, the **Subsample** takes integer values and determines the ratio of data points to displayed points. For example, a value of 5 means that every fifth vector on the grid is displayed. This means that the number of vectors displayed is 25 times fewer than the number of vectors on the grid.

For an irregular grid of vectors, an average cell size is computed, and the **Subsample** takes values in units of 0.1 times the average cell size. A square grid of that size is overlaid on the irregular grid. For each cell in the square grid, the data vector from the irregular grid closest to the center of the square grid cell is selected for display. The vector is displayed at its true location in the irregular grid, not at the center of the square grid cell. As the subsample rate changes, the set of displayed vectors also changes, which can in some circumstances substantially change the appearance of the displayed vector field.

## Using mmDisp as a WWW browser helper application

You may configure your web browser to automatically launch **mmDisp** when downloading an OVF file. The exact means to do this depends on your browser, but a couple of examples are presented below.

In Netscape Navigator 4.X, bring up the **Edit | Preferences...** dialog box, and select the `Category` **Navigator | Applications** subwindow. Create a **New Type**, with the following fields:

**Description of type:** OOMMF Vector Field

**MIME Type:** application/x-oommf-vf

**Suffixes:** ovf omf ohf obf svf

**Application:** *wish oommfroot*/oommf.tcl +fg mmDisp -net 0 "*arg*"

On Windows platforms, the `Suffixes` field is labeled `File Extension`, and only one file extension may be entered. Files downloaded from a web server are handled according to their MIME Type, rather than their file extension, so that restriction isn't important when web browsing. If you wish to have files on the local disk with all the above file extensions recognized as OOMMF Vector Field files, you must repeat the **New Type** entry for each file extension. In the `Application` field, the values of *wish*, *oommfroot*, and *arg* vary with your platform configuration. The value of *wish* is the full path to the **wish** application on your platform (see Section 5). On Unix systems, *wish* may be omitted, assuming that the

`oommf.tcl` script is executable. If *wish* is not omitted on Unix systems, Netscape may issue a security warning each time it opens an OOMMF Vector Field file. The value of *oommfroot* should be the full path to the root directory of your OOMMF installation. The value of *arg* should be "%1" on Windows and "%s" on Unix. The MIME type "application/x-oommf-vf" must be configured on any HTTP server which provides OOMMF Vector Field files as well.

For Microsoft Internet Explorer 3.X, bring up the **View|Options...** dialog box, and select the **Program** tab. Hit the **File Types...** button, followed by the **New Type...** button. Fill the resulting dialog box with

**Description of type:** OOMMF Vector Field

**Associated extension:** ovf

**Content type (MIME):** application/x-oommf-vf

You may also disable the **Confirm open after download** checkbutton if you want. Then hit the **New...** button below the `Actions:` window, and in the pop-up fill in

**Action:** open

**Application used to perform action:**
*wish oommfroot*/oommf.tcl +fg mmDisp -net 0 "%1"

Hit **OK**, **Close**, **Close** and **OK**. Replace *wish* and *oommfroot* with the appropriate paths on your system (cf. Section 5). This will set up an association on files with the .ovf extension. Internet Explorer 3.X apparently ignores the HTML Content Type field, so you must repeat this process for each file extension (.ovf, .omf, .ohf, .obf and .svf) that you want to recognize. This means, however, that Internet Explorer will make the appropriate association even if the HTML server does not properly set the HTML Content Type field.

Microsoft Internet Explorer 4.X is integrated with the Windows operating system. Internet Explorer 4.X doesn't offer any means to set up associations between particular file types and the applications which should be used to open them. Instead, this association is configured within the Windows operating system. To set up associations for the OOMMF Vector Field file type on Windows 95 or Windows NT 4.0, select **Settings|Control Panel** from the **Start** menu. The Control Panel window appears. Select **View|Options...** to display a dialog box. A Windows 98 shortcut to the same dialog box is to select **Settings|Folder Options...** from the **Start** menu. Select the **File Types** tab and proceed as described above for Internet Explorer 3.X. Depending on the exact release/service patch of your Windows operating system, the exact instructions may vary.

Once you have your browser configured, you can test it on the $\mu$MAG 1st Standard Problem report page,

http://www.ctcms.nist.gov/%7Erdm/std1/vectorcompare.html.

# 13 Data Archive: mmArchive

## Overview

The application **mmArchive** provides automated vector field and data table storage services. Although **mmDisp** (Sec. 12) and **mmGraph** (Sec. 11) are able to save such data under the direction of the user, there are situations where it is more convenient to write data to disk without interactive control.

**mmArchive** does not present a user interface window of its own, but like **mmSolve2D** (Sec. 9) relies on **mmLaunch** (Sec. 6) to provide an interface on its behalf. Because **mmArchive** does not require a window, it is possible on Unix systems to bring down the X (window) server and still keep **mmArchive** running in the background.

## Launching

**mmArchive** may be started either by selecting the **mmArchive** button on **mmLaunch**, or from the command line via

```
tclsh oommf.tcl mmArchive [standard options]
```

When the **mmArchive** button of **mmLaunch** is invoked, **mmArchive** is launched with the `-tk 0` option. This allows **mmArchive** to continue running if the X window server is killed. The `-tk 1` option is useful only for enabling the `-console` option for debugging.

As noted above, **mmArchive** depends upon **mmLaunch** to provide an interface. The entry for an instance of **mmArchive** in the **Threads** column of any running copy of **mmLaunch** has a checkbutton next to it. This button toggles the presence of a user interface window through which the user may control that instance of **mmArchive**.

## Inputs

**mmArchive** accepts vector field and data table style input from client applications (typically running solvers) on its network (socket) interface.

## Outputs

The client applications that send data to **mmArchive** control the flow of data. **mmArchive** copies the data it receives into files specified by the client. There is no interactive control to select the names of these output files. A simple status line shows the most recent vector file save, or data table file open/close event.

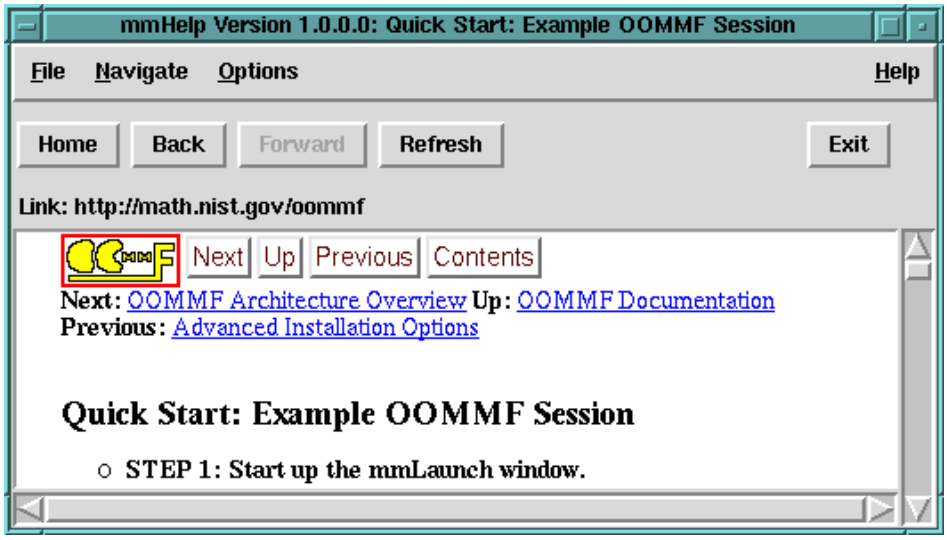
## Controls

The **Exit** in the **mmLaunch**-supplied user interface terminates **mmArchive**. Simply closing the user interface window does not terminate **mmArchive**, but only hides the control window. To kill **mmArchive** the **Exit** button must be pressed.

## Known Bugs

**mmArchive** appends data table output to the file specified by the source client application (e.g., a running solver). If, at the same time, more than one source specifies the same file, or if the the same source sends data table output to more than one instance of **mmArchive**, then concurrent writes to the same file may corrupt the data in that file. It is the responsibility of the user to ensure this does not happen; there is at present no file locking mechanism in OOMMF to protect against this situation.

# 14 Documentation Viewer: mmHelp




## Overview

The application **mmHelp** manages the display and navigation of hypertext (HTML) help files. It presents an interface similar to that of World Wide Web browsers.

Although **mmHelp** is patterned after World Wide Web browsers, it does not have all of their capabilities. **mmHelp** displays only a simplified form of hypertext required to display the OOMMF help pages. It is not able to display many of the advanced hypertext features provided by modern World Wide Web browsers. In the current release, **mmHelp** is not able to follow `http:` URLs. It only follows `file:` URLs.

OOMMF software can be customized (See Sec. 2.3.2) to use another program to display the HTML help files.

## Launching

**mmHelp** may be launched from the command line via

```
tclsh oommf.tcl mmHelp [standard options] [URL]
```

The command line argument `URL` is the URL of the first page (home page) to be displayed. If no URL is specified, **mmHelp** displays the Table of Contents of the *OOMMF User's Guide* by default.

## Controls

Each page of hypertext is displayed in the main **mmHelp** window. Words which are underlined and colored blue are hyperlinks which **mmHelp** knows how to follow. Words which are underlined and colored red are hyperlinks which **mmHelp** does not know how to follow. Moving the mouse over a hyperlink displays the target URL of the hyperlink in the **Link:** line above the display window. Clicking on a blue hyperlink will follow the hyperlink and display a new page of hypertext.

**mmHelp** keeps a list of the viewed pages in order of view. Using the **Back** and **Forward** buttons, the user may move backward and forward through this list of pages. The **Home** button causes the first page to be displayed, allowing the user to start again from the beginning. These three buttons have corresponding entries in the **Navigate** menu.

The menu selection **File|Refresh**, or the **Refresh** button causes **mmHelp** to reload and redisplay the current page. This may be useful if the display becomes corrupted, or for repeatedly loading a hypertext file which is being edited.

When **mmHelp** encounters hypertext elements it does not recognize, it will attempt to work around the problem. However, in some cases it will not be able to make sense of the hypertext, and will display an error message. Documentation authors should take care to use only the hypertext elements supported by **mmHelp** in their documentation files. Users should never see such an error message.

**mmHelp** displays error messages in one of two ways: within the display window, or in a separate window. Errors reported in the display window replace the display of the page of hypertext. They usually indicate that the hypertext page could not be retrieved, or that its contents are not hypertext. File permission errors are also reported in this way.

Errors reported in a separate window are usually due to a formatting error within the page of hypertext. Selecting the **Continue** button of the error window instructs **mmHelp** to attempt to resume display of the hypertext page beyond the error. Selecting **Abort** abandons further display.

The menu selection **Options|Font scale...** brings up a dialog box through which the user may select the scale of the fonts to use in the display window, relative to their initial size.

The menu selection **File|Exit** or the **Exit** button terminates the **mmHelp** application. The menu **Help** provides the usual help facilities.

## Known Bugs

**mmHelp** is pretty slow. You may be happier using local customization (Sec. 2.3.2) methods to replace it with another more powerful HTML browser.

# 15 Command Line Utilities

This section documents a few utilities distributed with OOMMF that are run from the command line (Unix shell or Windows DOSprompt), which are typically used in pre- or post-processing of data associated with a micromagnetic simulation.

## 15.1 Making Bitmaps from Vector Fields: avf2ppm

The **avf2ppm** utility converts a collection of vector field files (e.g., `.omf`, `.ohf`) into color bitmaps suitable for inclusion into documents or collating into movies. The command line arguments control filename and format selection, while plain-text configuration files, modeled after the **mmDisp** (Sec. 12) configuration dialog box, specify conversion parameters.

### Launching

The **avf2ppm** launch command is:

```
tclsh oommf.tcl avf2ppm [standard options] [-config file] [-f] \
   [-filter program] [-format <P3|P6|B24>] [-ipat pattern] \
   [-opatexp regexp] [-opatsub sub] [-v level] infile [infile ...]
```

where

**-config file** User configuration file that specifies the image conversion parameters. This file is discussed in detail below.

**-f** Force overwriting of existing (output) files. By default, if **avf2ppm** tries to create a file, say `foo.ppm`, that already exists, it generates instead a new name of the form `foo.ppm-000`, or `foo.ppm-001`, ..., or `foo.ppm-999`, that doesn't exist and writes to that instead. The `-f` flag disallows alternate filename generation, and overwrites `foo.ppm` instead.

**-filter program** Post-processing application to run on each **app2ppm** output file. May be a pipeline of many programs.

**-format <P3|P6|B24>** Specify the output image file format. Currently supported formats are the true color *Portable Pixmap* (PPM) formats P3 (ASCII text) and P6 (binary), and the uncompressed BMP 24 bits-per-pixel format. The default is P6.

**-ipat pattern** Specify input files using a pattern including "glob-style" wildcards. Mostly useful in DOS.

**-opatexp regexp** Specify the "regular expression" applied to input filenames to determine portion to be replaced in generation of output filenames. Default: `(\.[^.]?[^.]?[^.]?$|$)`

**-opatsub sub** The string with which to replace the portion of input filenames matched by the `-opatsub` during output filename generation. The default is `.ppm` for type P3 and P6 file output, `.bmp` for B24 file output.

**-v level** Verbosity (informational message) level, with 0 generating only error messages, and larger numbers generating additional information. The `level` value is an integer, defaulting to 1.

**infile ...** List of input files to process. Must be at least one.

Note that by default **avf2ppm** is run with the standard option `-tk 0`. This means **avf2ppm** will not use or initialize Tk. Tk is only needed to convert background color requests (see `misc,background` in the configuration file discussion below) from symbolic form to hexadecimal representation (`#RRGGBB`). If the background color is not specified using the hexadecimal format, then Tk is needed, and **avf2ppm** must be run with `-tk 1`.

The file specification options require some explanation. Input files may be specified either by an explicit list (`infile ...`), or by giving a wildcard pattern, e.g., `-ipat *.omf`, which is expanded in the usual way by **avf2ppm** (using the Tcl command `glob`). Unix shells (sh, csh, etc.) automatically expand wildcards before handing control over to the invoked application, so the `-ipat` option is not needed (although it is useful in case of a "command-line too long" error). DOS does not do this expansion, so you must use `-ipat` to get wildcard expansion in Windows.

As each input file is processed, a name for the output file is produced from the input filename by rules determined by handing the `-opatexp` and `-opatsub` expressions to the Tcl `regsub` command. Refer to the Tcl `regsub` documentation for details, but essentially whatever portion of the input filename is matched by the `-opatexp` expression is removed and replaced by the `-opatsub` string. The default `-opatexp` expression matches against any filename extension of up to 3 characters, and the default `-opatsub` string replaces this with the extension either `.ppm` or `.bmp`.

If you have command line image processing "filter" programs, e.g., **ppmtogif** (part of the NetPBM package), then you can use the `-filter` option to pipe the output of **avf2ppm** through that filter before it is written to the output file specified by the `-opat*` expressions. If the processing changes the format of the file, (e.g., **ppmtogif** converts from PPM to GIF), then you will likely want to specify a `-opatsub` different from the default.

Here is an example that processes all input files with the `.omf` extension, sending the output through **ppmtogif** before saving the results in a files with the extension `.gif`:

```
tclsh oommf.tcl avf2ppm -ipat *.omf -opatsub .gif -filter ppmtogif
```

(On Unix, either drop the `-ipat` flag, or use quotes to protect the input file specification string from expansion by the shell, as in `-ipat '*.omf'`.) You may also pipe together multiple filters, e.g., `-filter 'ppmquant 256 | ppmtogif'`.

### Configuration files

The details of the conversion process are specified by plain-text configuration files, with fields analogous to the entries in the **mmDisp** (Sec. 12) configuration dialog box. Each of the parameters is an element in an array named `plot_config`. The default values for this array are taken from the default configuration file `oommf/app/mmdisp/scripts/avf2ppm.def`, which is a Tcl script read during **avf2ppm** initialization.

The sample default configuration script shown in Fig. 1 can be used as a starting point for user (per-run) configuration files. Refer to this sample file and the mmDisp documentation (Sec. 12) as we discuss each element of the array `plot_config`. (See the Tcl documentation for details of the `array set` command.)

**colormaps** A list of valid colormaps known to the program. This entry is *not* user-configurable, and should not appear in user configuration files.

**arrow,status** Set to 1 to display arrows, 0 to not draw arrows.

**arrow,colormap** Select the colormap to use when drawing arrows. Should be one of the strings specified in the `colormaps` array element.

**arrow,colorcount** Number of discretization levels to use from the colormap. A value of zero will color all arrows with the first color in the colormap.

**arrow,quantity** Scalar quantity the arrow color is to represent. Supported values include `x`, `y`, and `z`. The **mmDisp** configuration dialog box will present the complete list of allowed quantities (which may be image dependent).

**arrow,autosample** If 1, then ignore the value of `arrow,subsample` and automatically determine a "reasonable" subsampling rate for the arrows. Set to 0 to turn off this feature.

**arrow,subsample** If `arrow,autosample` is 0, then subsample the input vectors at this rate when drawing arrows. A value of 0 for `arrow,subsample` is interpreted specially to display all data.

**arrow,size** Size of the arrows relative to the default size (represented as 1.0).

**arrow,antialias** If 1, then each pixel along the edge of an arrow is drawn not with the color of the arrow, but with a mixture of the arrow color and the background color. This makes arrow boundaries appear less jagged, but increases computation time. Also, the colors used in the anti-aliased pixels are not drawn from the arrow or pixel colormap discretizations, so color allocation in the output bitmap may increase dramatically.

**pixel,...** Each pixel configuration element has interpretation analogous to the corresponding array configuration element, except that there is no `pixel,antialias` element, and the auto subsampling rate for pixels is considerably denser than for arrows.

**misc,background** Specify the background color, using the hexadecimal format `#RRGGBB` (for example, `#ffff00` is yellow), or, when `-tk 1` is active, using any of the forms recognized by the Tk routine `Tk_GetColor`, including symbolic names such as white, black, green.

**misc,drawboundary** If 1, then draw the bounding polygon, if any, as specified in the input vector field format file.

**misc,margin** The size of the border margin, in pixels.

**misc,width, misc,height** Maximum width and height of the output bitmap, in pixels. If `misc,crop` is enabled, then one or both of these dimensions may be shortened.

**misc,crop** If disabled (0), then any leftover space in the bitmap (of dimensions `misc,width` by `misc,height`) after packing the image are filled with the background color. If enabled (1), then the bitmap is cropped to just include the image (with the margin specified by `misc,margin`). **NOTE:** Some movie formats require that bitmap dimensions be multiples of 8 or 16. For such purposes, you should disable `misc,crop` and specify appropriate dimensions directly with `misc,width` and `misc,height`.

**misc,zoom** Scaling factor for the display. This is the same value as shown in the "zoom" box in the **mmDisp** control bar, and corresponds roughly to the number of pixels per vector in the (original, fully-sampled) vector field. If set to zero, then **avf2ppm** will automatically set the scaling so the image (with margins) just fits inside the area specified by `misc,width` and `misc,height`.

**misc,rotation** Rotation in degrees; either 0, 90, 180 or 270.

**misc,datascale** Range over which to scale displayed data. This is the same value as shown in the "Data Scale" box in the **mmDisp** control bar. It is the data value over which the "full-scale" display will take effect.

User (per-run) configuration files are specified on the command line with the `-config` option. To create a user configuration file, make a copy of the default `avf2ppm.def` configuration file, and edit it as desired in a plain text editor. You may omit any entries that you do not want to change from the default. (Each entry consists of a name + value pair, e.g., `misc,width 640`.) You may "layer" configuration files by specifying multiple user configuration files on the command line. These are processed from left to right, with the last value set for each entry taking precedence.

## 15.2 Bitmap File Format Conversion: any2ppm

The **any2ppm** program converts bitmap files of various formats into the Portable Pixmap (PPM) P3 (text) format, or another format chosen with the `-format` option. Supported image formats include PPM, BMP, and GIF.

### Launching

The **any2ppm** launch command is:

```
tclsh oommf.tcl any2ppm [standard options] [-noinfo] \
   [-f] [-format format] [-o outfile] [infile ...]
```

where

**-noinfo** Suppress writing of progress information to stderr.

**-f** Force overwriting of existing (output) files. By default, if **any2ppm** tries to create a file, say `foo.ppm`, that already exists, it generates instead a new name of the form `foo.ppm-000`, or `foo.ppm-001`, ..., or `foo.ppm-999`, that doesn't exist and writes to that instead. The `-f` flag disallows alternate filename generation, and overwrites `foo.ppm` instead.

**-format format** Specify the output image file format. The value `ppm` is the default, indicating the true color *Portable Pixmap* (PPM) P3 (ASCII text) format. The `gif` and `bmp` formats are also supported. The values `P3`, `P6`, and `B24` are also accepted with the same meanings as for **avf2ppm**. Other formats supported depend on what additional image support packages you have as part of your Tcl/Tk installation. The common Img package provides support for the format values `jpeg` and `tiff`, among others.

```
array set plot_config {
    colormaps  { Red-Black-Blue Blue-White-Red Teal-White-Red \
            Black-Gray-White White-Green-Black Red-Green-Blue-Red }
    arrow,status       1
    arrow,colormap     Black-Gray-White
    arrow,colorcount   0
    arrow,quantity     z
    arrow,autosample   1
    arrow,subsample    10
    arrow,size         1
    arrow,antialias    1
    pixel,status       1
    pixel,colormap     Teal-White-Red
    pixel,colorcount   225
    pixel,quantity     x
    pixel,autosample   1
    pixel,subsample    2
    pixel,size         1
    misc,background    #FFFFFF
    misc,drawboundary  1
    misc,margin        10
    misc,width         640
    misc,height        480
    misc,crop          1
    misc,zoom          0
    misc,rotation      0
    misc,datascale     0
}
```

Figure 1: Sample default configuration script `avf2ppm.def`.

**-o outfile** Write output to `outname`; use "-" to pipe output to stdout. The default is to create a new file by stripping the extension, if any, off of each input filename, and appending `.ppm`.

**infile ...** List of input files to process.

**Tk Requirement: any2ppm** uses the Tk `image` command in its processing. This requires that Tk be properly initialized, which in particular means that a valid display must be available. This is not a problem on Windows, where a desktop is always present, but on Unix this means that an X server must be running. The *Xvfb* virtual framebuffer can be used if desired. (Xvfb is an X server distributed with X11R6 that requires no display hardware or physical input devices.)

With the support of a good image package like Img, **any2ppm** is a fairly complete image format conversion command line tool. As an example, it is straightforward to use **any2ppm** as a `-filter` argument to **avf2ppm**, like so:

```
tclsh oommf.tcl avf2ppm foo.omf -opatsub .jpg \
    -filter "tclsh oommf.tcl any2ppm -format jpeg"
```

## 15.3 Vector Field File Format Conversion: avf2ovf

The **avf2ovf** program converts vector field files from any of the recognized formats (OVF, VIO; see Sec. 17.3) into the OVF 1.0 format.

### Launching

The **avf2ovf** launch command is:

```
tclsh oommf.tcl avf2ovf [standard options] [-format <text|b4|b8>] \
   [-grid <reg|irreg>] infile >outfile
```

where

**-format <text|b4|b8>** Specify output data format. The default is ASCII `text`; `b4` selects 4-byte binary, `b8` selects 8-byte binary. (The OVF format has an ASCII text header in all cases.)

**-grid <reg|irreg>** Specify output grid structure. The default is `reg`, which will output a regular (rectangular) grid if the input is recognized as a regular grid. The option `-grid irreg` forces irregular mesh style output.

**infile** Name of input file to process. Must be one of the recognized formats, OVF 0.0, OVF 1.0, or VIO.

**>outfile** Avf2ovf writes its output to stdout. Use the redirection operator ">" to send the output to a file.

The `-format text` and `-grid irreg` options are useful for preparing files for import into non-OOMMF applications, because all non-data lines are readily identified by a leading "`#`," and each data line is a 6-tuple consisting of the node location and vector value. Pay attention, however, to the scaling of the vector value as specified by "`# valueunit`" and "`# valuemultiplier`" header lines.

For output format details, see the OVF file description (Sec. 17.3.1).

## 15.4 Calculating H Fields from Magnetization: mag2hfield

The **mag2hfield** utility takes a micromagnetic problem specification file (`.mif`, see Sec. 17.1) and a magnetization file (`.omf`, see Sec. 17.3) and uses the mmSolve2D (Sec. 9) computation engine to generate files for the resulting component (magnetostatic, exchange, crystalline anisotropy) and total **H** fields. The main use of this utility to study the fields in a simulation using magnetization files generated by an earlier **mmSolve2D** run.

### Launching

The **mag2hfield** launch command is:

```
tclsh oommf.tcl mag2hfield [standard options] [-fieldstep #] \
   [-component [all,][anis,][applied,][demag,][exchange,][total]] \
   mif_file omf_file
```

where

**-component [all,][anis,][applied,][demag,][exchange,][total]** Specify all field components that are desired. Optional; default is `total`, which is the sum of the crystalline anisotropy, applied, demagnetization (self-magnetostatic) and exchange fields.

**-fieldstep #** Applied field step index, following the schedule specified in the input MIF file (0 denotes the initial field). Optional; default is 0.

**mif_file** MIF micromagnetic problem specification file (.mif). Required.

**omf_file** Magnetization state file. This can be in any of the formats accepted by the `avfFile` record of the input MIF file. Required.

The **H** field output file format is determined by the `Total Field Output Format` record of the input MIF file (Sec. 17.1). The output file names have the form *basename*`-hanis.ohf`, *basename*`-happlied.ohf`, etc., where *basename* is the input `.omf` magnetization file name, stripped of any trailing `.omf` or `.ovf` extension.

## 15.5 ODT Column Extraction: odtcols

The **odtcols** utility extracts column subsets from ODT (Sec. 17.2) data table files.

### Launching

The **odtcols** launch command is:

```
tclsh oommf.tcl odtcols [standard options] [-s] [-w colwidth] \
   [-f format] [col ...] <infile >outfile
```

where

**-s** Produces a file summary instead of column extraction. Output includes table titles, column and row counts, and the header for each specified column. If no columns are specified, then the headers for all the columns are listed.

**-w colwidth** Minimum horizontal spacing to provide for each column on output. Optional. Default value is 15.

**-f format** C printf-style format string for each output item. Optional. Default is `"%-${colwidth}s"`.

**col ...** Output column selections. These may either be integers representing the position of the column in the input data (with the first column numbered as 1), or else arbitrary strings used for case-insensitive glob-style matching against the column headers. The columns are output in match order, obtained by processing the column selections from left to right. If no columns are specified then by default all columns are selected.

**<infile** Odtcols reads its input from stdin. Use the redirection operator "<" to read input from a file.

**>outfile** Odtcols writes its output to stdout. Use the redirection operator ">" to send the output to a file.

Commonly the **-s** switch is used in a first pass, to reveal the column headers; specific column selections may then be made in a second, separate invocation.

## 15.6 Platform-Independent Make: pimake

The application **pimake** is similar in operation to the Unix utility program `make`, but it is written entirely in Tcl so that it will run anywhere Tcl is installed. Like `make`, `pimake` controls the building of one file, the *target*, from other files. Just as `make` is controlled by rules in files named `Makefile` or `makefile`, `pimake` is controlled by rules in files named `makerules.tcl`.

### Launching

The **pimake** launch command is:

```
tclsh oommf.tcl pimake [standard options] \
   [-d] [-i] [-k] [target]
```

where

**-d** Print verbose information about dependencies.

**-i** Normally an error halts operation. When `-i` is specified, ignore errors and try to continue updating all dependencies of target.

**-k** Normally an error halts operation. When `-k` is specified, and an error is encountered, stop processing dependencies which depend on the error, but continue updating other dependencies of target.

**-out filename** Write output messages to the named file instead of to standard out. Useful for capturing debug information to send to OOMMF developers.

**target** The file to build. May also be (and usually is) a symbolic target name. See below for standard symbolic targets. By default, the first target in `makerules.tcl` is built.

There are several targets which may be used as arguments to **pimake** to achieve different tasks. Each target builds in the current directory and all subdirectories. The standard targets are:

**upgrade** Used immediately after unpacking a distribution, it removes any files which were part of a previous release, but are not part of the unpacked distrubtion.

**all** Creates all files created by the `configure` target (see below). Compiles and links all the executables and libraries. Constructs all index files.

**configure** Creates subdirectories with the same name as the platform type. Constructs a `port.h` file which includes C++ header information specific to the platform.

**objclean** Removes the intermediate object files created by the compile and link steps. Leaves working executables in place. Leaves OOMMF in the state of its distribution with pre-compiled executables.

**clean** Removes the files removed by the `objclean` target. Also removes the executables and libraries created by the `all` target. Leaves the files generated by the `configure` target.

**distclean** Removes the files removed by the `clean` target. Also removes all files and directories generated by `configure` target. Leaves only the files which are part of the source code distribution.

**maintainer-clean** Remove all files which can possibly be generated from other files. Regeneration of those files might require specialized developer tools. This target is not recommended for end-users, but may be helpful for developers.

**help** Print a summary of the standard targets.

# 16 OOMMF Batch System

The OOMMF Batch System (OBS) provides a scriptable interface to the same micromagnetic solver engine used by **mmSolve2D** (Sec. 9), in the form of three Tcl applicatons (**batchmaster**, **batchslave**, and **batchsolve**) that provide support for complex job scheduling. All OBS script files are in the OOMMF distribution directory `app/mmsolve/scripts`.

Unlike most of the OOMMF package, the OBS is meant to be driven primarily from the command line or shell (batch) script. OBS applications are launched from the command line using the bootstrap application (Sec. 5).

## 16.1 Solver Batch Interface: batchsolve

### Overview

The application **batchsolve** provides a simple command line interface to the OOMMF micromagnetic solver engine.

### Launching

The application **batchsolve** is launched by the command line:

```
tclsh oommf.tcl batchsolve [standard options]
   [-end_exit <0|1>] [-end_paused] [-interface <0|1>] \
   [-restart <0|1>] [-start_paused] [file]
```

where

**-end_exit <0|1>** Whether or not to explicitly call exit at bottom of `batchsolve.tcl`. This option has no effect when the user directly launches **batchSolve** from the command line. It is only useful when other programs (like **batchSlave**) launch **batchSolve** and would otherwise be stuck waiting for events that might never arrive.

**-interface <0|1>** Whether to register with the account service directory application, so that **mmLaunch** (Sec. 6), can provide an interactive interface. Default = 1 (do register), which will automatically start account service directory and host service directory applications as necessary.

**-start_paused** Pause solver after loading problem.

**-end_paused** Pause solver and enter event loop at bottom of `batchsolve.tcl` rather than just falling off the end (the effect of which will depend on whether or not Tk is loaded). This option is important if you need to connect an interactive interface to **batchSlave** to capture its output before it is allowed to terminate.

**-restart** <**0**|**1**> Determines solver behavior when a new problem is loaded. Default behavior is equivalent to `-restart 0`, where the problem solving will be started from scratch. With the option `-restart 1`, the solver will look for *basename*`.log` and *basename*`*.omf` files to restart a previous run from the last saved state (where *basename* is the "Base Output Filename" specified in the input problem specification). If these files cannot be found, then a warning is issued and the solver falls back to the default behavior. The specified `-restart` setting holds for **all** problems fed to the solver, not just the first.

**file** Immediately load and run the specified MIF file.

The input file `file` should contain a Micromagnetic Input Format (Sec. 17.1) (MIF) problem description, such as produced by **mmProbEd** (Sec. 7). The batch solver searches several directories for this file, including the current working directory, the `data` and `scripts` subdirectories, and parallel directories relative to the directories `app/mmsolve` and `app/mmpe` in the OOMMF distribution. Refer to the `search_path` variable in `batchsolve.tcl` for the complete list.

If `-interface` is set to 1 (enabled), **batchsolve** registers with the account service directory application, and **mmLaunch** will be able to provide an interactive interface. Using this interface, **batchsolve** may be controlled in a manner similar to **mmSolve2D** (Sec. 9). The interface allows you to pause, un-pause, and terminate the current simulation, as well as to attach data display applications to monitor the solver's progress. If more interactive control is needed, **mmSolve2D** should be used.

If `-interface` is 0 (disabled), **batchsolve** does not register, leaving it without an interface, unless it is sourced into another script (e.g., `batchslave.tcl`) that arranges for an interface on the behalf of **batchsolve**.

Use the `-start_paused` switch to monitor the progress of **batchsolve** from the very start of a simulation. With this switch the solver will be paused immediately after loading the specified MIF file, so you can bring up the interactive interface and connect display applications before the simulation begins. Start the simulation by selecting the **Run** command from the interactive interface. This option cannot be used if `-interface` is disabled.

The `-end_paused` switch insures that the solver does not automatically terminate after completing the specified simulation. This is not generally useful, but may find application when **batchsolve** is called from inside a Tcl-only wrapper script.

## Output

The output may be changed by a Tcl wrapper script (see Sec. 16.1), but the default output behavior of **batchsolve** is to write tabular text data and the magnetization state at the control point for each applied field step. The tabular data are appended to the file *basename*`.odt`, where *basename* is the "Base Output Filename" specified in the input MIF file. See the routine `GetTextData` in `batchsolve.tcl` for details, but at present the output consists of the solver iteration count, nominal applied field **B**, reduced average magnetization **m**, and total energy. This output is in the ODT file format.

The magnetization data are written to a series of OVF (OOMMF Vector Field) files, *basename*`.field`*nnnn*`.omf`, where *nnnn* starts at `0000` and is incremented at each applied field step. (The ASCII text header inside each file records the nominal applied field at that step.) These files are viewable using **mmDisp** (Sec. 12).

The solver also automatically appends the input problem specification and miscellaneous runtime information to the log file *basename*`.log`.

## Programmer's interface

In addition to directly launching **batchsolve** from the command line, `batchsolve.tcl` may also be sourced into another Tcl script that provides additional control structures. Within the scheduling system of OBS, `batchsolve.tcl` is sourced into **batchslave**, which provides additional control structures that support scheduling control by **batchmaster**. There are several variables and routines inside `batchsolve.tcl` that may be accessed and redefined from such a wrapper script to provide enhanced functionality.

## Global variables

**mif** A Tcl handle to a global `mms_mif` object holding the problem description defined by the input MIF file.

**solver** A Tcl handle to the `mms_solver` object.

**search_path** Directory search path used by the `FindFile` proc (see below).

Refer to the source code and sample scripts for details on manipulation of these variables.

## Batchsolve procs

The following Tcl procedures are designed for external use and/or redefinition:

**SolverTaskInit** Called at the start of each task.

**BatchTaskRelaxCallback** Called at each control point reached in the simulation.

**SolverTaskCleanup** Called at the conclusion of each task.

**FindFile** Searches the directories specified by the global variable `search_path` for a specified file. The default `SolverTaskInit` proc uses this routine to locate the requested input MIF file.

The first and third of these accept an arbitrary argument list (`args`), which is copied over from the `args` argument to `batchsolve.tcl` procs `BatchTaskRun` and `BatchTaskLaunch`. Typically one copies the default procs (as needed) into a task script, and makes appropriate modifications. You may (re-) define these procs either before or after sourcing `batchsolve.tcl`. See Sec. 16.2.4 for example scripts.

## 16.2 Batch Scheduling System

## Overview

The OBS supports complex scheduling of multiple batch jobs with two applications **batchmaster** and **batchslave**. The user launches **batchmaster** and provides it with a task script. The task script is a Tcl script that describes the set of tasks for **batchmaster** to accomplish. The work is actually done by instances of **batchslave** that are launched by **batchmaster**. The task script may be modeled after the included `simpletask.tcl` or `multitask.tcl` sample scripts (Sec. 16.2.4).

The OBS has been designed to control multiple sequential and concurrent micromagnetic simulations, but **batchmaster** and **batchslave** are completely general and may be used to schedule other types of jobs as well.

### 16.2.1 Master Scheduling Control: batchmaster

The application **batchmaster** is launched by the command line:

```
tclsh oommf.tcl batchmaster [standard options] task_script \
      [host [port]]
```

where

**task_script** is the user defined task (job) definition Tcl script,

**host** specifies the network address for the master to use (default is *localhost*),

**port** is the port address for the master (default is *0*, which selects an arbitrary open port).

When **batchmaster** is run, it sources the task script. Tcl commands in the task script should modify the global object `$TaskInfo` to inform the master what tasks to perform and optionally how to launch slaves to perform those tasks. The easiest way to create a task script is to modify one of the example scripts in Sec. 16.2.4. More detailed instructions are in Sec. 16.2.3.

After sourcing the task script, **batchmaster** launches all the specified slaves, initializes each with a slave initialization script, and then feeds tasks sequentially from the task list to the slaves. When a slave completes a task it reports back to the master and is given the next unclaimed task. If there are no more tasks, the slave is shut down. When all the tasks are complete, the master prints a summary of the tasks and exits.

When the task script requests the launching and controlling jobs off the local machine, with slaves running on remote machines, then the command line argument `host` **must** be set to the local machine's network name, and the `$TaskInfo` methods `AppendSlave` and `ModifyHostList` will need to be called from inside the task script. Furthermore, OOMMF does not currently supply any methods for launching jobs on remote machines, so a task script which requests the launching of jobs on remote machines requires a working `rsh` command or equivalent. See Sec. 16.2.3 for details.

### 16.2.2 Task Control: batchslave

The application **batchslave** may be launched by the command line:

```
tclsh oommf.tcl batchslave [standard options] \
   host port id password [script [arg ...]]
```

where

**host**

**port** Host and port at which to contact the master to serve.

**id**

**password** ID and password to send to the master for identification.

**script**

**arg ...** The name of a script to source (which actually performs the task the slave is assigned), and any arguments it needs.

In normal operation, the user does not launch **batchslave**. Instead, instances of **batchslave** are launched by **batchmaster** as instructed by a task script. Although **batchmaster** may launch any slaves requested by its task script, by default it launches instances of **batchslave**.

The function of **batchslave** is to make a connection to a master program, source the `script` and pass it the list of arguments `arg ...`. Then it receives commands from the master, and evaluates them, making use of the facilities provided by `script`. Each command is typically a long-running one, such as solving a complete micromagnetic problem. When each command is complete, the **batchslave** reports back to its master program, asking for the next command. When the master program has no more commands **batchslave** terminates.

Inside **batchmaster**, each instance of **batchslave** is launched by evaluating a Tcl command. This command is called the spawn command, and it may be redefined by the task script in order to completely control which slave applications are launched and how they are launched. When **batchslave** is to be launched, the spawn command might be:

```
exec tclsh oommf.tcl batchslave -tk 0 -- $server(host) $server(port) \
   $slaveid $passwd batchsolve.tcl -restart 1 &
```

The Tcl command `exec` is used to launch subprocesses. When the last argument to `exec` is `&`, the subprocess runs in the background. The rest of the spawn command should look familiar as the command line syntax for launching **batchslave**.

The example spawn command above cannot be completely provided by the task script, however, because parts of it are only known by **batchmaster**. Because of this, the task script should define the spawn command using "percent variables" which are substituted by **batchmaster**. Continuing the example, the task script provides the spawn command:

```
exec %tclsh %oommf batchslave -tk 0 %connect_info \
   batchsolve.tcl -restart 1
```

**batchmaster** replaces `%tclsh` with the path to `tclsh`, and `%oommf` with the path to the OOMMF bootstrap application. It also replaces `%connect_info` with the five arguments from `--` through `$password` that provide **batchslave** the hostname and port where **batchmaster** is waiting for it to report to, and the ID and password it should pass back. In this example, the task script instructs **batchslave** to source the file `batchsolve.tcl` and pass it the arguments `-restart 1`. Finally, **batchmaster** always appends the argument `&` to the spawn command so that all slave applications are launched in the background.

The communication protocol between **batchmaster** and **batchslave** is evolving and is not described here. Check the source code for the latest details.

### 16.2.3 Batch Task Scripts

The application **batchmaster** creates an instance of a `BatchTaskObj` object with the name `$TaskInfo`. The task script uses method calls to this object to set up tasks to be performed. The only required call is to the `AppendTask` method, e.g.,

```
$TaskInfo AppendTask A "BatchTaskRun taskA.mif"
```

This method expects two arguments, a label for the task (here "A") and a script to accomplish the task. The script will be passed across a network socket from **batchmaster** to a slave application, and then the script will be interpreted by the slave. (In particular, keep in mind that the file system seen by the script will be that of the machine on which the slave process is running.)

This example uses the default `batchsolve.tcl` procs to run the simulation defined by the `taskA.mif` MIF file. If you want to make changes to the MIF problem specifications on the fly, you will need to modify the default procs. This is done by creating a slave initialization script, via the call

```
$TaskInfo SetSlaveInitScript { <insert script here> }
```

The slave initialization script does global initializations, and also generally redefines the `SolverTaskInit` proc; optionally the `BatchTaskRelaxCallback` and `SolverTaskCleanup` procs may be redefined as well. At the start of each task `SolverTaskInit` is called by `BatchTaskRun` (in `batchsolve.tcl`), at each control point `BatchTaskRelaxCallback` is executed, and at the end of each task `SolverTaskCleanup` is called. The first and third are passed the arguments that were passed to `BatchTaskRun`. A simple `SolverTaskInit` proc could be

```
proc SolverTaskInit { args } {
   global mif basename outtextfile
   set A [lindex $args 0]
   set outbasename "$basename-A$A"
   $mif SetA $A
   $mif SetOutBaseName $outbasename
   set outtextfile [open "$outbasename.odt" "a+"]
   puts $outtextfile [GetTextData header \
         "Run on $basename.mif, with A=[$mif GetA]"]
}
```

This proc receives the exchange constant `A` for this task on the argument list, and makes use of the global variables `mif` and `basename`. (Both should be initialized in the slave initialization script outside the `SolverTaskInit` proc.) It then stores the requested value of `A` in the `mif` object, sets up the base filename to use for output, and opens a text file to which tabular data will be appended. The handle to this text file is stored in the global `outtextfile`, which is closed by the default `SolverTaskCleanup` proc. A corresponding task script could be

```
$TaskInfo AppendTask "A=13e-12 J/m" "BatchTaskRun 13e-12"
```

which runs a simulation with `A` set to $13 \times 10^{-12}$ J/m. This example is taken from the `multitask.tcl` script in Sec. 16.2.4. (For commands accepted by `mif` objects, see the file `mmsinit.cc`. Another object than can be gainfully manipulated is `solver`, which is defined in `solver.tcl`.)

If you want to run more than one task at a time, then the `$TaskInfo` method `AppendSlave` will have to be invoked. This takes the form

```
$TaskInfo AppendSlave <spawn count> <spawn command>
```

where <`spawn command`> is the command to launch the slave process, and <`spawn count`> is the number of slaves to launch with this command. (Typically <`spawn count`> should not be larger than the number of processors on the target system.) The default value for this item (which gets overwritten with the first call to `$TaskInfo AppendSlave`) is

```
1 {Oc_Application Exec batchslave -tk 0 %connect_info batchsolve.tcl}
```

The Tcl command `Oc_Application Exec` is supplied by OOMMF and provides access to the same application-launching capability that is used by the OOMMF bootstrap application (Sec. 5). Using a <`spawn command`> of `Oc_Application Exec` instead of `exec %tclsh %oommf` saves the spawning of an additional process. The default <`spawn command`> launches the **batchslave** application, with connection information provided by **batchmaster**, and using the `script batchsolve.tcl`.

Before evaluating the <`spawn command`>, **batchmaster** applies several percent-style substitutions useful in slave launch scripts: %tclsh, %oommf, %connect_info, %oommf_root, and %%. The first is the Tcl shell to use, the second is an absolute path to the OOMMF bootstrap program on the master machine, the third is connection information needed by the `batchslave` application, the fourth is the path to the OOMMF root directory on the master machine, and the last is interpreted as a single percent. **batchmaster** automatically appends the argument `&` to the <`spawn command`> so that the slave applications are launched in the background.

To launch **batchslave** on a remote host, use `rsh` in the spawn command, e.g.,

```
$TaskInfo AppendSlave 1 {exec rsh foo tclsh oommf/oommf.tcl \
     batchslave -tk 0 %connect_info batchsolve.tcl}
```

This example assumes `tclsh` is in the execution path on the remote machine `foo`, and OOMMF is installed off of your home directory. In addition, you will have to add the machine `foo` to the host connect list with

```
$TaskInfo ModifyHostList +foo
```

and `batchmaster` must be run with the network interface specified as the server host (instead of the default `localhost`), e.g.,

```
tclsh oommf.tcl batchmaster multitask.tcl bar
```

where `bar` is the name of the local machine.

This may seem a bit complicated, but the examples in the next section should make things clearer.

### 16.2.4 Sample task scripts

The first sample task script (Fig. 2) is a simple example that runs the 3 micromagnetic simulations described by the MIF files `taskA.mif`, `taskB.mif` and `taskC.mif`. It is launched with the command

```
tclsh oommf.tcl batchmaster simpletask.tcl
```

This example uses the default slave launch script, so a single slave is launched on the current machine, and the 3 simulations will be run sequentially. Also, no slave init script is given, so the default procs in `batchsolve.tcl` are used. Output will be magnetization states and tabular data at each control point, stored in files on the local machine with base names as specified in the MIF files.

The second task script (Fig. 3) is a more complicated example running concurrent processes on two machines. This script should be run with the command

```
tclsh oommf.tcl batchmaster multitask.tcl bar
```

where `bar` is the name of the local machine.

Near the top of the `multitask.tcl` script several Tcl variables (`RMT_MACHINE` through `A_list`) are defined; these are used farther down in the script. The remote machine is specified as `foo`, which is used in the `$TaskInfo AppendSlave` and `$TaskInfo ModifyHostList` commands.

```
# FILE: simpletask.tcl
#
# This is a sample batch task file.  Usage example:
#
#   tclsh oommf.tcl batchmaster simpletask.tcl

# Form task list
$TaskInfo AppendTask A "BatchTaskRun taskA.mif"
$TaskInfo AppendTask B "BatchTaskRun taskB.mif"
$TaskInfo AppendTask C "BatchTaskRun taskC.mif"
```

Figure 2: Sample task script `simpletask.tcl`.

There are two `AppendSlave` commands, one to run two slaves on the local machine, and one to run a single slave on the remote machine (`foo`). The latter changes to a specified working directory before launching the `batchslave` application on the remote machine. (For this to work you must have `rsh` configured properly. In the future it may be possible to launch remote commands using the OOMMF account server application, thereby lessening the reliance on system commands like `rsh`.)

Below this the slave init script is defined. The Tcl `regsub` command is used to place the task script defined value of `BASEMIF` into the init script template. The init script is run on the slave when the slave is first brought up. It first reads the base MIF file into a newly created `mms_mif` instance. (The MIF file needs to be accessible by the slave process, irrespective of which machine it is running on.) Then replacement `SolverTaskInit` and `SolverTaskCleanup` procs are defined. The new `SolverTaskInit` interprets its first argument as a value for the exchange constant `A`. Note that this is different from the default `SolverTaskInit` proc, which interprets its first argument as the name of a MIF file to load. With this task script, a MIF file is read once when the slave is brought up, and then each task redefines only the value of `A` for the simulation (and corresponding changes to the output filenames and data table header).

Finally, the Tcl loop structure

```
foreach A $A_list {
    $TaskInfo AppendTask "A=$A" "BatchTaskRun $A"
}
```

is used to build up a task list consisting of one task for each value of `A` in `A_list` (defined at the top of the task script). For example, the first value of `A` is 10e-13, so the first task

will have the label `A=10e-13` and the corresponding script is `BatchTaskRun 10e-13`. The value 10e-13 is passed on by `BatchTaskRun` to the `SolverTaskInit` proc, which has been redefined to process this argument as the value for `A`, as described above.

There are 6 tasks in all, and 3 slave processes, so the first three tasks will run concurrently in the 3 slaves. As each slave finishes it will be given the next task, until all the tasks are complete.

```
# FILE: multitask.tcl
#
# This is a sample batch task file.  Usage example:
#
#   tclsh oommf.tcl batchmaster [-tk 0] multitask.tcl hostname [port]
#
# Task script configuration
set RMT_MACHINE    foo
# Note that paths that contain any shell metacharacters are likely to fail.
set RMT_TCLSH      {tclsh}
set RMT_OOMMF      {/path/to/oommf/oommf.tcl}
set RMT_WORK_DIR   {/path/to/oommf/app/mmsolve/scripts}
set LCL_WORK_DIR   {/path/to/oommf/app/mmsolve/scripts}
set BASEMIF taskA
set A_list { 10e-13 10e-14 10e-15 10e-16 10e-17 10e-18 }

# Slave launch commands
$TaskInfo ModifyHostList +$RMT_MACHINE
$TaskInfo AppendSlave 1 "[list cd $LCL_WORK_DIR] \;\
Oc_Application Exec batchslave -tk 0 %connect_info batchsolve.tcl"
$TaskInfo AppendSlave 1 "exec rsh $RMT_MACHINE \
cd \"$RMT_WORK_DIR\" \\\;\
\"$RMT_TCLSH\" \"$RMT_OOMMF\" batchslave -tk 0 %connect_info batchsolve.tcl"

# Slave initialization script (with batchsolve.tcl proc redefinitions)
set init_script {
    # Initialize solver. This is run at global scope
    set basename __BASEMIF__      ;# Base mif filename (global)
    mms_mif New mif
    $mif Read [FindFile ${basename}.mif]
    # Redefine TaskInit and TaskCleanup proc's
```

```
    proc SolverTaskInit { args } {
global mif outtextfile basename
set A [lindex $args 0]
set outbasename "$basename-A$A"
$mif SetA $A
$mif SetOutBaseName $outbasename
set outtextfile [open "$outbasename.odt" "a+"]
puts $outtextfile [GetTextData header \
"mmSolve run on $basename.mif, with A=[$mif GetA]"]
flush $outtextfile
    }
}
# Substitute $BASEMIF in for __BASEMIF__ in above script
regsub -all -- __BASEMIF__ $init_script $BASEMIF init_script
$TaskInfo SetSlaveInitScript $init_script

# Create task list
foreach A $A_list {
    $TaskInfo AppendTask "A=$A" "BatchTaskRun $A"
}
```

Figure 3: Advanced sample task script `multitask.tcl`.

# 17 File Formats

## 17.1 Problem specification format (MIF)

Micromagnetic simulations are specified to the OOMMF solver using the OOMMF *Micromagnetic Input Format* (MIF). This is also the native file type for the OOMMF problem editor, **mmProbEd** (Sec. 7). All values are in SI units.

A sample MIF file is presented in Fig. 4. The first line of a MIF file must be of the form "`#` MIF x.y", where x.y represents the format revision number. OOMMF reads and writes the MIF 1.1 format. (There was a MIF 1.0 format, but it was never part of a released version of OOMMF.) It is recommended that MIF files be given names ending in the `.mif` file extension so that MIF files may be easily identified.

After the format identifier line, any line ending in a backslash, '\', is joined to the succeeding line before any other processing is performed. Lines beginning with a '`#`' character are comments and are ignored. Blank lines are also ignored.

All other lines must consist of a *Record Identifier* followed by a parameter list. The Record Identifier is separated from the parameter list by one or more ':' and/or '=' characters. Whitespace and case is ignored in the Record Identifier field.

The parameter list must be a proper Tcl list. The parameters are parsed (broken into separate elements) following normal Tcl rules; in short, items are separated by whitespace, except as grouped by double quotes and curly braces. The grouping characters are removed during parsing. Any '`#`' character that is found outside of any grouping mechanism is interpreted as a comment start character. The '`#`' and all following characters on that line are interpreted as a comment.

Order of the records in a MIF file is unimportant, except as explicitly stated below. If two or more lines contain the same Record Identifier, then the last one takes precedence (except for Field Range records, of which there may be several active). All records are required unless listed as optional. Some of these record types are not yet supported by **mmProbEd**, however your may edit a MIF file by hand and supply it to **mmSolve2D** (Sec. 9) using **FileSource** (Sec. 8).

For convenience, the Record Identifier tags are organized into several groups; these groups correspond to the buttons presented by **mmProbEd**. We follow this convention below.

### Material parameters

- **# Material Name:** This is a convenience entry for **mmProbEd**; inside the MIF file it is a comment line. It relates a symbolic name (e.g., Iron) to specific values to the next 4 items. Ignored by solvers.

- **Ms:** Saturation magnetization in A/m.
- **A:** Exchange stiffness in J/m.
- **K1:** Crystalline anisotropy constant in J/m$^3$. If $K1 > 0$, then the anisotropy axis (or axes) is an easy axis; if $K1 < 0$ then the anisotropy axis is a hard axis.
- **Anisotropy Type:** Crystalline anisotropy type; One of < uniaxial | cubic >.
- **Anisotropy Dir1:** Directional cosines of first crystalline anisotropy axis, taken with respect to the coordinate axes (3 numbers). Optional; Default is 1 0 0 (x-axis).
- **Anisotropy Dir2:** Directional cosines of second crystalline anisotropy axis, taken with respect to the coordinate axes (3 numbers). Optional; Default is 0 1 0 (y-axis).

  For uniaxial materials it suffices to specify only Anisotropy Dir1. For cubic materials one should also specify Anisotropy Dir2; the third axis direction will be calculated as the cross product of the first two. The anisotropy directions will be automatically normalized if necessary, so for example 1 1 1 is valid input (it will be modified to .5774 .5774 .5774). For cubic materials, Dir2 will be adjusted to be perpendicular to Dir1 (by subtracting out the component parallel to Dir1).
- **Anisotropy Init:** Method to use to set up directions of anisotropy axes, as a function of spatial location; This is a generalization of the Anisotropy Dir1/2 records. The value for this record should be one of < Constant | UniformXY | UniformS2 >. Constant uses the values specified for Anisotropy Dir1 and Dir2, with no dispersion. UniformXY ignores the values given for Anisotropy Dir1 and Dir2, and randomly varies the anisotropy directions uniformly in the xy-plane. UniformS2 is similar, but randomly varies the anisotropy directions uniformly on the unit sphere ($S^2$). This record is optional; the default value is Constant.
- **Do Precess:** If 1, then enable the precession term in the Landau-Lifshitz ODE. If 0, then do pure damping only. (Optional; default value is 1.)
- **Gyratio:** The gyromagnetic ratio, in m/(A.s). This is optional, with default value of $2.21 \times 10^5$. See the discussion of the Landau-Lifshitz ODE under the Damp Coef record identifier description.
- **Damp Coef:** The ODE solver in OOMMF integrates the Landau-Lifshitz equation, written as

$$\frac{d\mathbf{M}}{dt} = -\gamma\,\mathbf{M} \times \mathbf{H}_{\text{eff}} - \frac{\gamma\alpha}{M_s}\,\mathbf{M} \times (\mathbf{M} \times \mathbf{H}_{\text{eff}})\,,$$

where

$\gamma$ is the gyromagnetic ratio (in m/(A.s)),

$\alpha$ is the damping coefficient (dimensionless).

The last is specified by the "Damp Coef" entry in the MIF file. If not specified, a default value of 0.5 is used, which allows the solver to converge in a reasonable number of iterations. Physical materials will typically have a damping coefficient in the range 0.004 to 0.15. The solver engine **mmSolve2D** (Sec. 9) requires a non-zero damping coefficient.

### Demag specification

- **Demag Type:** Specify algorithm used to calculate self-magnetostatic (demagnetization) field. Must be one of
  - **ConstMag:** Calculates the *average* field in each cell under the assumption that the magnetization is constant in each cell, using formulae from [12]. (The other demag options calculate the field at the center of each cell.)
  - **3dSlab:** Calculate the in-plane field components using offset blocks of constant (volume) charge. Details are given in [3]. Field components parallel to the $z$-axis are calculated using squares of constant (surface) charge on the upper and lower surfaces of the sample.
  - **3dCharge:** Calculate the in-plane field component using rectangles of constant (surface) charge on each cell. This is equivalent to assuming constant magnetization in each cell. The $z$-components of the field are calculated in the same manner as for the 3dSlab approach.
  - **FastPipe:** Algorithm suitable for simulations that have infinite extent in the $z$-direction. This is a 2D version of the 3dSlab algorithm.
  - **None:** No demagnetization. Fastest but least accurate method. `:-}`

  All of these algorithms except FastPipe and None require that the Part Thickness (cf. the Part Geometry section) be set. All algorithms use Fast Fourier Transform (FFT) techniques to accelerate the calculations.

### Part geometry

- **Part Width:** Nominal part width ($x$-dimension) in meters. Should be an integral multiple of Cell Size.

- **Part Height:** Nominal part height ($y$-dimension) in meters. Should be an integral multiple of Cell Size.
- **Part Thickness:** Part thickness ($z$-dimension) in meters. Required for 3D demag kernels.
- **Cell Size:** In-plane ($xy$-plane) edge dimension of base calculation cell. This cell is a rectangular brick, with square in-plane cross-section and thickness given by Part Thickness. N.B.: Part Width and Part Height should be integral multiples of Cell Size. Part Width and Part Height will be automatically adjusted slightly (up to 0.01%) to meet this condition (affecting a small change to the problem), but if the required adjustment is too large then the problem specification is considered to be invalid, and the solver will signal an error.
- **Part Shape:** Optional. Part shape in the $xy$-plane; must be one of the following:
  - **Rectangle**
    The sample fills the area specified by Part Width and Part Height. (Default.)
  - **Ellipse**
    The sample (or the magnetically active portion thereof) is an ellipse inscribed into the rectangular area specified by Part Width and Part Height.
  - **Ellipsoid**
    Similar to the Ellipse shape, but the part thickness is varied to simulate an ellipsoid, with axis lengths of Part Width, Part Height and Part Thickness.
  - **Oval r**
    Shape is a rounded rectangle, where each corner is replaced by a quarter circle with radius $r$, where $0 \leq r \leq 1$ is relative to the half-width of the rectangle.
  - **Pyramid overhang**
    Shape is a truncated pyramid, with ramp transition base width (overhang) specified in meters.
  - **Mask filename**
    Shape is determined by a 2-color bitmap file, the name of which is specified as the second parameter. The given filename must be accessible (see below) to the solver application. At present the bitmap file must be in either the PPM (portable pixmap), GIF, or BMP formats. (Any format other than the PPM P3 (text) format may be handled by spawning a **any2ppm** (Sec. 15.2) subprocess.) The bitmap will be scaled as necessary to fit the simulation. The magnetically active cells correspond to black pixels in the bitmap.

### Initial magnetization

- **Init Mag:** Name of routine to use to initialize the simulation magnetization directions (as a function of position), and routine parameters, if any. Optional, with default Random. The list of routines is long, and it is easy to add new ones. See the file `maginit.cc` for details. A few of the more useful routines are:

  - **Random**
    Random directions on the unit sphere. This is somewhat like a quenched thermal demagnetized state.
  - **Uniform $\theta$ $\phi$**
    Uniform magnetization in the direction indicated by the two additional parameters, $\theta$ and $\phi$, where the first is the angle from the $z$-axis (in degrees), and the second is the angle from the $x$-axis (in degrees) of the projection onto the $xy$-plane.
  - **Vortex**
    Fits an idealized vortex about the center of the sample.
  - **avfFile filename**
    The second parameter specifies an OVF/VIO (i.e., "any" vector field) file to use to initialize the magnetization. The grid in the input file will be scaled as necessary to fit the grid in the current simulation. The file must be accessible (see below) to the intended solver application.

### Experiment parameters

The following records specify the applied field schedule:

- **Field Range:** Specifies a range of applied fields that are stepped though in a linear manner. The parameter list should be 7 numbers, followed by optional control point (stopping criteria) specifications. The 7 required fields are the begin field Bx By Bz in Tesla, the end field Bx By Bz in Tesla, and an integer number of steps (intervals) to take between the begin and end fields (inclusive). Use as many Field Range records as necessary—they will be stepped through in order of appearance. If the step count is 0, then the end field is ignored and only the begin field is applied. If the step count is larger than 0, and the begin field is the same as the last field from the previous range, then the begin field is not repeated.

  The optional control point specs determine the conditions that cause the applied field to be stepped, or more precisely, ends the simulation of the magnetization evolution

for the current applied field. The control point specs are specified as *–type value* pairs. There are 3 recognized control point types: **–torque**, **–time**, and **–iteration**. If a –torque pair is given, then the simulation at the current applied field is ended when $\|\mathbf{m} \times \mathbf{h}\|$ (i.e., $\|\mathbf{M} \times \mathbf{H}\|/M_s^2$) at all spins in the simulation is smaller than the specified –torque value (dimensionless). If a –time pair is given, then the simulation at the current field is ended when the elapsed simulation time *for the current field step* reaches the specified –time value (in seconds). Similarly, an –iteration pair steps the applied field when the iteration count for the current field step reaches the –iteration value. If multiple control point specs are given, then the applied field is advanced when any one of the specs is met. If no control point specs are given on a range line, then the **Default Control Point Spec** is used.

For example, consider the following Field Range line:

```
Field Range: 0 0 0  0.05 0 0  5  -torque 1e-5 -time 1e-9
```

This specifies 6 applied field values, (0,0,0), (0.01,0,0), (0.02,0,0), ..., (0.05,0,0) (in Tesla), with the advancement from one to the next occurring whenever $\|\mathbf{m} \times \mathbf{h}\|$ is smaller than 1e-5 for all spins, or when 1 nanosecond (simulation time) has elapsed at the current field. (If –torque was not specified, then the applied field would be stepped at 1, 2, 3 4 and 5 ns in simulation time.)

This Field Range record is optional, with a default value of 0 0 0 0 0 0 0.

- **Default Control Point Spec:** List of control point *–type value* pairs to use as stepping criteria for any field range with no control point specs. This is a generalization of and replacement for the *Converge |mxh| Value* record. Optional, with default "-torque 1e-5."

- **Field Type:** Applied (external) field routine and parameters, if any. This is optional, with default Uniform. At most one record of this type is allowed, but the Multi type may be used to apply a collection of fields. The nominal applied field (NAF) is stepped through the Field Ranges described above, and is made available to the external field routines which use or ignore it as appropriate.

  The following Field Type routines are available:

  – **Uniform**
  Applied field is uniform with value specified by the NAF.

– **Ribbon relcharge x0 y0 x1 y1 height**
Charge "Ribbon," lying perpendicular to the $xy$-plane. Here relcharge is the charge strength relative to Ms, and (x0,y0), (x1,y1) are the endpoints of the ribbon (in meters). The ribbon extends height/2 above and below the calculation plane. This routine ignores the NAF.

– **Tie rfx rfy rfz x0 y0 x1 y1 ribwidth**
The points (x0,y0) and (x1,y1) define (in meters) the endpoints of the center spine of a rectangular ribbon of width ribwidth lying in the $xy$-plane. The cells with sample point inside this rectangle see an applied field of (rfx,rfy,rfz), in units relative to Ms. (If the field is large, then the magnetizations in the rectangle will be "tied" to the direction of that field.) This routine ignores the NAF.

– **OneFile filename multiplier**
Read B field in from a file. Each value in the file is multiplied by the "multiplier" value on input. This makes it simple to reverse field direction (use -1 for the multiplier), or to convert H fields to B fields (use 1.256637e-6). The input file may be any of the vector field file types recognized by **mmDisp**. The input dimensions will be scaled as necessary to fit the simulation grid, with zeroth order interpolation as necessary. This routine ignores the NAF.

– **FileSeq filename procname multiplier**
This is a generalization of the OneFile routine that reads in fields from a sequence of files. Here "filename" is the name of a file containing Tcl code to be sourced during problem initialization, and "procname" is the name of a Tcl procedure defined in filename, which takes the nominal B field components and field step count values as imports (4 values total), and returns the name of the vector field file that should be used as the applied B field for that field step.

– **Multi routinecount **
**param1count name1 param1 param2 . . . **
**param2count name2 param1 param2 . . . **
**. . .**
Allows a conglomeration of several field type routines. All entries must be on the same logical line, i.e., end physical lines with '\' continuation characters as necessary. Here routinecount is the number of routines, and param1count is the number parameters (including name1) needed by the first routine, etc.

Note that all lengths are in meters. The coordinates in the simulation lie in the first octant, running from (0,0,0) to (Part Width, Part Height, Part Thickness).

**Output specification**

- **Base Output Filename:** Default base name used to construct output filenames.
- **Magnetization Output Format:** Format to use in the OVF (Sec. 17.3.1) data block for exported magnetization files. Should be one of "binary 4" (default), "binary 8", or "text *format-spec*", where *format-spec* is a C `printf`-style format code (default is "`%#.17g`").
- **Total Field Output Format:** Analogous to the Magnetization Output Format, but for total field output files.

**Miscellaneous**

- **Converge |mxh| Value:** Nominal value to use as a stopping criterion: When $\|\mathbf{m}\times\mathbf{h}\|$ (i.e., $\|\mathbf{M}\times\mathbf{H}\|/M_s^2$) at all spins in the simulation is smaller than this value, it is assumed that a relaxed (equilibrium) state has been reached for the current applied field. This is a dimensionless value.
  **NOTE:** This Record Identifier is deprecated. Use *Default Control Point Spec* instead.
- **Randomizer Seed:** Value with which to seed random number generator. Optional. Default value is 0, which uses the system clock to generate a semi-random seed.
- **Max Time Step:** Limit the maximum ODE step size to no larger than this amount, in seconds. Optional.
- **Min Time Step:** Limit the minimum ODE step size to no less than this amount, in seconds. Optional.
- **User Comment:** Free-form comment string that may be used for problem identification. Optional.

**NOTE: File accessibility**

Several of the parameter values that appear in the MIF 1.1 file format are filenames, and it is noted that these filenames must be accessible to the solver application to work effectively. If the filename is an absolute path to an existing file, there will be no question that the solver application will be able to access the file. However, if you try to move the MIF file from one system to another, or from one area of a file system to another, the absolute path may no longer be correct, and the MIF file may need to be edited.

For the sake of being able to move MIF files from place to place, filenames in MIF files are often expressed as relative paths. In that case, the filename is interpreted by the solver application relative to its current working directory, and it is important when launching the solver application to set the current working directory so that relative paths are correctly resolved. The example MIF files in the OOMMF distribution that contain filenames express them as relative paths relative to the root directory of OOMMF. The interactive solver **mmSolve2D** starts with the OOMMF root directory as the current working directory by default. Other solvers (for example, **batchSolve**) should also be started with the OOMMF root directory as the current working directory to make use of these example files, or other files containing relative path names relative to the OOMMF root directory. The standard option **-cwd** may be useful to accomplish this.

This difficulty dealing with filenames is a known misfeature of the MIF 1.1 file format, and has been corrected in the MIF 2 file format, where any relative path is interpreted relative to the directory containing the MIF 2 file.

```
# MIF 1.1
#
# All units are SI.
#
######################## MATERIAL PARAMETERS ############################
Ms:  800e3                 # Saturation magnetization in A/m.
A:   13e-12                # Exchange stiffness in J/m.
K1:  0.5e3                 # Anisotropy constant in J/m^3.
Anisotropy Type: uniaxial  # One of <uniaxial|cubic>.
Anisotropy Dir1: 1 0 0     # Directional cosines wrt to coordinate axes

######################## DEMAG SPECIFICATION ############################
Demag Type: ConstMag # One of <ConstMag|3dSlab|2dSlab|3dCharge|FastPipe|None>.

########################## PART GEOMETRY ################################
Part Width:     0.25e-6    # Nominal part width in m
Part Height:    1.0e-6     # Nominal part height in m
Part Thickness: 1e-9       # Part thickness in m.
Cell Size:      8.1e-9     # Cell size in m.
#Part Shape:    # One of <Rectangle|Ellipse|Oval|Mask>.  Optional.

####################### INITIAL MAGNETIZATION ###########################
Init Mag: Uniform 90 45 # Initial magnetization routine and parameters
```

```
####################### EXPERIMENT PARAMETERS ############################
Field Range: -.05 -.01 0. .05 .01 0. 100 # Start_field Stop_field Steps
Field Range: .05 .01 0. -.05 -.01 0. 100
Field Type: Multi 4 \
 7 Ribbon 1 0 1.0e-6 0.25e-6 1.0e-6 1e-9 \
 7 Ribbon 1 0 0     0.25e-6 0     1e-9 \
 9 Tie 100 0 0 0.12e-6 0.5e-6 0.13e-6 0.5e-6 8.1e-9 \
 1 Uniform
# The above positions ribbons of positive charge along the upper
# and lower edges with strength Ms, applies a large (100 Ms) field
# to the center cell, and also applies a uniform field across the
# sample stepped from (-.05,-.01,0.) to (.05,.01,0.) (Tesla), and
# back, in approximately 0.001 T steps.

Default Control Point Spec: -torque 1e-6 # Assume equilibrium has been
# reached, and step the applied field, when the reduced torque |mxh|
# drops below 1e-6.

####################### OUTPUT SPECIFICATIONS ############################
Base Output Filename: samplerun
Magnetization Output Format: binary 8 # Save magnetization states
# in binary format with full (8-byte) precision.

########################## MISCELLANEOUS ################################
Randomizer Seed: 1   # Value to seed random number generator with.
User Comment: This is an example MIF file, with lots of comments.
```

Figure 4: Example MIF file.

## 17.2 Data table format (ODT)

Textual output from solver applications that is not of the vector field variety is output in the *OOMMF Data Table* (ODT) format. This is an ASCII text file format, with column information in the header and one line of data per record. Any line ending in a '\' character is joined to the succeeding line before any other processing is performed. Any leading '#'

characters on the second line are removed.

As with the OVF format (Sec. 17.3.1), all non-data lines begin with a '`#`' character, comments with two '`#`' characters. (This makes it easier to import the data into external programs, for example, plotting packages.) An example is shown in Fig. 5.

The first line of an ODT file should be the file type descriptor

```
# ODT 1.0
```

It is also recommended that ODT files be given names ending in the file extension `.odt` so that ODT files may be easily identified.

The remaining lines of the ODT file format should be comments, data, or any of the following 5 recognized descriptor tag lines:

- **# Table Start:** Optional, used to segment a file containing multiple data table blocks. Anything after the colon is taken as an optional label for the corresponding data table block.
- **# Title:** Optional; everything after the colon is interpreted as a title for the table.
- **# Columns:** Required. One parameter per column, designating the label for that column. Spaces may be embedded in a column label by using the normal Tcl grouping mechanisms (i.e., double-quotes and braces).
- **# Units:** Optional. If given, it should have one parameter for each column, giving a unit label for the corresponding column.
- **# Table End**: Optional, no parameters. Should be paired with a corresponding Table Start record.

Data may appear anywhere after the Columns descriptor record and before any Table End line, with one record per line. The data should be numeric values separated by whitespace.

The command line utility, **odtcols** (Sec. 15.5), can be a useful tool for examining and partitioning ODT files.

## 17.3 Vector field format (OVF)

Vector field files specify vector quantities (e.g., magnetization or magnetic flux density) as a function of spatial position. This type of file is produced by **mmSolve2D** (Sec. 9) when "Total Field" or "Magnetization" output is selected. It is also the input data type read by **mmDisp** (Sec. 12). OOMMF stores vector field files in the *OOMMF Vector Field* (OVF)

```
# ODT 1.0
# Table Start
# Title: This is a small sample ODT file.
#
## This is a sample comment.  You can put anything you want
## on comment lines.
#
# Columns: Iteration "Applied Field"  {Total Energy}    Mx
# Units:      {}          "mT"           "J/m^3"       "A/m"
              103          50            0.00636      787840
             1000          32            0.00603      781120
            10300       -5000            0.00640     -800e3
# Table End
```

Figure 5: Sample ODT file.

format. There are two versions of the OVF format supported by OOMMF. The OVF 1.0 format is the preferred format and the only one written by OOMMF software. It supports both rectangular and irregular meshes, in binary and ASCII text. The OVF 0.0 format (formerly SVF) is an older, simpler format that can be useful for importing vector field data into OOMMF from other programs. (A third format, the *VecFil* or *Vector Input/Output* (VIO) format, was used by some precursors to the OOMMF code. Although OOMMF is able to read the VIO format, its use is deprecated. New programs should not make use of it.)

The recommended file extensions for OVF files are `.omf` for magnetization files, `.ohf` for magnetic field ($\mathbf{H}$) files, `.obf` for magnetic flux density ($\mathbf{B}$) files, or `.ovf` for generic files.

### 17.3.1 The OVF 1.0 format

A commented sample OVF 1.0 file is provided in Fig. 6. An OVF file has an ASCII header and trailer, and a data block that may be either ASCII or binary. All non-data lines begin with a '`#`' character; the double '`##`' marks the start of a comment, which continues until the end of the line. There is no line continuation character. Lines starting with a '`#`' but containing only whitespace characters are ignored.

All non-empty non-comment lines in the file header are structured as field+value pairs. The field tag consists of all characters after the initial '`#`' up to the first colon (':') character. Case is ignored, and all space and tab characters are eliminated. The value consists of all

characters after the first colon, continuing up to a '##' comment designator or the end of the line.

The first line of an OVF file should be a file type identification line, having the form

```
# OOMMF: rectangular mesh v1.0
```

where the value "rectangular mesh v1.0" identifies the meshtype and revision. While the OVF 1.0 format was under development in earlier OOMMF releases, the revision strings `0.99` and `0.0a0` were sometimes recorded on the file type identification line. OOMMF treats all of these as synonyms for `1.0` when reading OVF files.

The remainder of the file is conceptually broken into Segment blocks, and each Segment block is composed of a (Segment) Header block and a Data block. Every block begins with "# Begin: <block type>" line, and ends with a corresponding "# End: <block type>" line. The number of Segment blocks is specified in the

```
# Segment count: 1
```

line. Currently only 1 segment is allowed. This may be changed in the future to allow for multiple vector fields per file. This is followed by

```
# Begin: Segment
```

to start the first segment.

**Segment Header block** The Segment Header block start is marked by the line "# Begin: Header" and the end by "# End: Header". Everything between these lines should be either comments or one of the following file descriptor lines. They are order independent. All are required unless otherwise stated. Numeric values are floating point values unless "integer" is explicitly stated.

- **title:** Long file name or title.
- **desc:** Description line. Use as many as desired. Description lines may be displayed by postprocessing programs, unlike comment lines which are ignored by all automated processing.
- **meshunit:** Fundamental mesh spatial unit, treated as a label. The comment marker '##' is not allowed in this label. Example value: "nm".
- **valueunit:** Fundamental field value unit, treated as a label. The comment marker '##' is not allowed in this label. Example: "kA/m."

- **valuemultiplier:** File data values are multiplied by this to get true values in units of "valueunit." This simplifies the use of normalized values in the data block.
- **xmin, ymin, zmin, xmax, ymax, zmax:** Six separate lines, specifying the bounding box for the mesh, in units of "meshunit." This may be used by display programs to limit the display area, and may be used for drawing a boundary frame if "boundary" is not specified.
- **boundary:** List of *(x,y,z)* triples specifying the vertices of a boundary frame.
- **ValueRangeMaxMag, ValueRangeMinMag:** The maximum and non-zero minimum field magnitudes in the data block, in the same units as used in the data block. These are for optional use as hints by postprocessing programs; for example, **mmDisp** will not display any vector with magnitude smaller than ValueRangeMinMag.
- **meshtype:** Grid structure; should be either "rectangular" or "irregular." Irregular grid files should specify "pointcount" in the header; rectangular grid files should specify instead "xbase, ybase, zbase," "xstepsize, ystepsize, zstepsize," and "xnodes, ynodes, znodes."
- **pointcount:** Number of data sample points/locations, i.e., nodes (integer). For irregular grids only.
- **xbase, ybase, zbase:** Three separate lines, denoting the position of the first point in the data section, in units of "meshunit." For rectangular grids only.
- **xstepsize, ystepsize, zstepsize:** Three separate lines, specifying the distance between adjacent grid points, in units of "meshunit." For rectangular grids only.
- **xnodes, ynodes, znodes:** Three separate lines, specifying the number of nodes along each axis (integers only). For rectangular grids only.

**Data block** The data block start is marked by a line of the form

```
# Begin: data <representation>
```

where <representation> is one of "text", "binary 4", or "binary 8". Text mode uses the ASCII specification, with individual data items separated by an arbitrary amount of whitespace (spaces, tabs and newlines). Comments are not allowed inside binary mode data blocks, but are permitted inside text data blocks.

The binary representations are IEEE floating point in network byte order (MSB). To insure that the byte order is correct, and to provide a partial check that the file hasn't been sent through a non 8-bit clean channel, the first datum is a predefined value: 1234567.0 (Hex: 49 96 B4 38) for 4-byte mode, and 123456789012345.0 (Hex: 42 DC 12 21 83 77 DE 40) for 8-byte mode. The data immediately follow the check value.

The structure of the data depends on whether the "meshtype" declared in the header is "irregular" or "rectangular". For irregular meshes, each data element is a 6-tuple, consisting of the $x$, $y$ and $z$ components of the node position, followed by the $x$, $y$ and $z$ components of the field at that position. Ordering among the nodes is not relevant. The number of nodes is specified in the "pointcount" line in the segment header.

For rectangular meshes, data input is field values only, in $x$, $y$, $z$ component triples. These are ordered with the $x$ index incremented first, then the $y$ index, and the $z$ index last. This is nominally Fortran order, and is adopted here because commonly $x$ will be the longest dimension, and $z$ the shortest, so this order is more memory-access efficient than the normal C array indexing of $z$, $y$, $x$. The size of each dimension is specified in the "xnodes, ynodes, znodes" lines in the segment header.

In any case, the first character after the last data item should be a newline, followed by

```
# End: data <representation>
```

where <representation> must match the value in the "Begin: data" line. This is followed by a

```
# End: segment
```

line that ends the segment, and hence the file.

Note: An OVF file with ASCII data using irregular mesh output is also a valid SVF file, although one must pay close attention to possible value scaling as specified by "`# valueunit`" and "`# valuemultiplier`" header lines.

```
# OOMMF: rectangular mesh v1.0
#
## This is a comment.
## No comments allowed in the first line.
#
# Segment count: 1   ## Number of segments.  Should be 1 for now.
#
# Begin: Segment
# Begin: Header
```

```
#
# Title: Long file name or title goes here
#
# Desc: 'Description' tag, which may be used or ignored by postprocessing
# Desc: programs. You can put anything you want here, and can have as many
# Desc: 'Desc' lines as you want.  The ## comment marker is disabled in
# Desc: description lines.
#
## Fundamental mesh measurement unit.  Treated as a label:
# meshunit: nm
#
# meshtype: rectangular
# xbase: 0.      ## (xbase,ybase,zbase) is the position, in
# ybase: 0.      ## 'meshunit', of the first point in the data
# zbase: 0.      ## section (below).
#
# xstepsize: 20. ## Distance between adjacent grid pts.: on the x-axis,
# ystepsize: 10. ## 20 nm, etc.  The sign on this value determines the
# zstepsize: 10. ## grid orientation relative to (xbase,ybase,zbase).
#
# xnodes: 200    ## Number of nodes along the x-axis, etc. (integers)
# ynodes: 400
# znodes:   1
#
# xmin:    0.    ## Corner points defining mesh bounding box in
# ymin:    0.    ## 'meshunit'.  Floating point values.
# zmin:  -10.
# xmax: 4000.
# ymax: 4000.
# zmax:   10.
#
## Fundamental field value unit, treated as a label:
# valueunit: kA/m
# valuemultiplier: 0.79577472  ## Multiply file values by this to get
#                              ## true value in 'valueunits'.
#
# ValueRangeMaxMag:  1005.3096  ## These are in file value units, and
# ValueRangeMinMag:  1e-8       ## are used as hints (or defaults) by
```

```
#     ## postprocessing programs.  The mmDisp program ignores any points
#     ## with magnitude smaller than ValueRangeMinMag, and uses
#     ## ValueRangeMaxMag to scale inputs for display.
#
# End: Header
#
## Anything between '# End: Header' and '# Begin: data text',
## '# Begin: data binary 4' or '# Begin: data binary 8' is ignored.
##
## Data input is in 'x-component y-component z-component' triples,
## ordered with x incremented first, then y, and finally z.
#
# Begin: data text
1000 0 0 724.1 0. 700.023
578.5 500.4 -652.36
<...data omitted for brevity...>
252.34 -696.42 -671.81
# End: data text
# End: segment
```

Figure 6: Commented OVF sample file.

### 17.3.2 The OVF 0.0 format

The OVF 0.0 format is a simple ASCII text format supporting irregularly sampled data. It is intended as an aid for importing data from non-OOMMF programs, and is backwards compatible with the format used for problem submissions for the first $\mu$MAG standard problem[12].

Users of previous releases of OOMMF may recognize the OVF 0.0 format by its previous name, the Simple Vector Field (SVF) format. It came to the attention of the OOMMF developers that the file extension `.svf` was already registered in several MIME systems to indicate the Simple Vector Format[13], a vector graphics format. To avoid conflict, we have stopped using the name Simple Vector Field format, although OOMMF software still

[12] http://www.ctcms.nist.gov/~rdm/stdprob_1.html
[13] http://www.softsource.com/svf/

recognizes and reads SVF files, and you may still find example files and other references to the SVF format.

A sample OVF 0.0 file is shown in Fig. 7. Any line beginning with a '#' character is a comment, all others are data lines. Each data line is a whitespace separated list of 6 elements: the $x$, $y$ and $z$ components of a node position, followed by the $x$, $y$ and $z$ components of the field at that position. Input continues until the end of the file is reached.

It is recommended (but not required) that the first line of an OVF file be

```
# OOMMF: irregular mesh v0.0
```

This will aid automatic file type detection. Also, three special (extended) comments in OVF 0.0 files are recognized by **mmDisp**:

```
## File: <filename or extended filename>
## Boundary-XY: <boundary vertex pairs>
## Grid step: <cell dimension triple>
```

All these lines are optional. The "File" provides a preferred (possibly extended) filename to use for display identification. The "Boundary-XY" line specifies the ordered vertices of a bounding polygon in the $xy$-plane. If given, **mmDisp** will draw a frame using those points to ostensibly indicate the edges of the simulation body. Lastly, the "Grid step" line provides three values representing the average $x$, $y$ and $z$ dimensions of the volume corresponding to an individual node (field sample). It is used by **mmDisp** to help scale the display.

Note that the data section of an OVF 0.0 file takes the simple form of columns of ASCII formatted numbers. Columns of whitespace separated numbers expressed in ASCII are easy to import into other programs that process numerical datasets, and are easy to generate, so the OVF 0.0 file format is useful for exchanging vector field data between OOMMF and non-OOMMF programs. Furthermore, the data section of an OVF 0.0 file is consistent with the data section of an OVF 1.0 file that has been saved as an irregular mesh using text data representation. This means that even though OOMMF software now writes only the OVF 1.0 format for vector field data, simple interchange of vector field data with other programs is still supported.

```
# OOMMF irregular mesh v0.0
## File: sample.ovf
## Boundary-XY: 0.0 0.0 1.0 0.0 1.0 2.0 0.0 2.0 0.0 0.0
## Grid step: .25 .5 0
#  x      y      z        m_x      m_y      m_z
  0.01   0.01   0.01   -0.35537  0.93472 -0.00000
  0.01   1.00   0.01   -0.18936  0.98191 -0.00000
  0.01   1.99   0.01   -0.08112  0.99670 -0.00000
  0.50   0.50   0.01   -0.03302  0.99945 -0.00001
  0.99   0.05   0.01   -0.08141  0.99668 -0.00001
  0.75   1.50   0.01   -0.18981  0.98182 -0.00000
  0.99   1.99   0.01   -0.35652  0.93429 -0.00000
```

Figure 7: Example OVF 0.0 file.

# 18 Troubleshooting

The OOMMF developers rely on reports from OOMMF users to alert them to problems with the software and its documentation, and to guide the selection and implementation of new features. See the Credits (Sec. 20) for instructions on how to contact the OOMMF developers.

The more complete your report, the fewer followup messages will be required to determine the cause of your problem. Usually when a problem arises there is an error message produced by the OOMMF software. A stack trace may be offered that reveals more detail about the error. When reporting an error, it will help the developers diagnose the problem if users cut and paste into their problem report the error message and stack trace exactly as reported by OOMMF software. In addition, please include a copy of the output generated by `tclsh oommf.tcl +platform` so that the OOMMF developers will know the details of your platform configuration.

Before making a report to the OOMMF developers, please check the following list of fixes for known problems:

1. When compiling (Sec. 2.2.3), there is an error something like:

   ```
   <30654> pimake 1.1.x.x MakeRule panic:
   Don't know how to make '/usr/include/tcl.h'
   ```

   This means the header file `tcl.h` is missing from your Tcl installation. Other missing header files might be `tk.h` from the Tk installation, or `Xlib.h` from an X Windows installation on Unix. In order to compile OOMMF, you need to have the development versions of Tcl, Tk, and (if needed) X Windows installed. The way to achieve that is platform-dependent. On Windows you do not need an X Windows installation, and when you install Tcl/Tk be sure to request a "full" installation, or one with "header and library files". On Linux, be sure to install developer packages (for example, RPMs) as well as user packages. Other platforms are unlikely to have this problem.

2. When compiling (Sec. 2.2.3) the file `ext/oc/oc.cc`, there is an error indicating that exceptions are not supported.

   Parts of OOMMF are written in C++, and exceptions have been part of the C++ langauge for many years. If your compiler does not support them, it is time to upgrade to one that does. OOMMF 1.2 will require a compiler capable of compiling source code which uses C++ exceptions.

   OOMMF 1.1 provides a workaround to support those old compilers incapable of compiling exceptions. Edit the configuration file for your platform, `config/cache/`*`platform`*`.tcl`.

Add the following line somewhere in the ADVANCED CONFIGURATION section of that file:

```
$config SetValue program_compiler_c++_property_no_exceptions 1
```

After making this change you will need to re-build OOMMFfrom the very beginning. To reset for a completely fresh re-build of OOMMF, be sure to build the target `distclean` first.

```
tclsh oommf.tcl pimake distclean
```

3. On Solaris, gcc reports many errors like

   ```
   ANSI C++ forbids declaration 'XSetTransientForHint' with no type
   ```

   On many Solaris systems, the header files for the X Windows system are not ANSI compliant, and gcc complains about that. To work around this problem, edit the file `config/cache/solaris.tcl` to add the option `-fpermissive` to the gcc command line.

4. On Windows, when first starting `oommf.tcl`, there is an error:

   ```
   Error launching mmLaunch version 1.1.x.x:
   couldn't execute "...\omfsh.exe": invalid argument
   ```

   This cryptic message most likely means that the pre-compiled OOMMF binaries which were downloaded are for a different version of Tcl/Tk than is installed on your system. Download OOMMF again, taking care this time to retrieve the binaries which match the release of Tcl/Tk you have installed.

5. When first starting `oommf.tcl`, there is an error:

   ```
   Error in startup script:  Neither Omf_export nor Omf_export_list
   set in
   ```

   The file `ext/net/omfExport.tcl` may be missing from your OOMMF installation. If necessary, download and install OOMMF again.

6. I ran out of memory!

   Are you using **mmGraph** (Sec. 11) to monitor a long-running simulation? All data sent to **mmGraph** is kept in memory by default. See the documentation for **mmGraph** about how to manage this problem.

# 19 References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# 20 Credits

The main contributors to this document are Michael J. Donahue (michael.donahue@nist.gov) and Donald G. Porter (donald.porter@nist.gov), both of ITL/NIST. Section 3 is based on notes from Dianne P. O'Leary.

The OOMMF[14] code is being developed mainly by Michael Donahue and Donald Porter. Robert D. McMichael (rmcmichael@nist.gov) made contributions to the early development of the 2D micromagnetic solver. Jason Eicke (jeicke@seas.gwu.edu) is responsible for the problem editor, and has worked on the self-magnetostatic module of the micromagnetic solver.

Quite a few users have contributed to the development of OOMMF by submitting bug reports, small pieces of code, or suggestions for improvements. Many thanks to all these people, including Dieter Buntinx, NgocNga Dao, Olivier Gérardin, Ping He, Michael Ho, Mansoor B. A. Jalil, Jörg Jorzick, Pavel Kabos, Michael Kleiber, H. T. Leung, David Lewis, Sang Ho Lim, Yi Liu, Van Luu, Andy P. Manners, Edward Myers, Andrew Newell, Valentine Novosad, Andrew Perrella, Angeline Phoa, Anil Prabhakar, Robert Ravlic, Stephen E. Russek, Renat Sabirianov, Zhupei Shi, Xiaobo Tan, Stephen Thompson, Vassilios Tsiantos, Pieter Visscher, Scott L. Whittenburg, Kong Xiangyang, Chengtao Yu, Steven A. Zielke, and Pei Zou.

If you have bug reports, contributed code, feature requests, or other comments for the OOMMF developers, please send them in an e-mail message to `<michael.donahue@nist.gov>`.

Acknowledgement is appreciated if the software is used. We recommend citing the following NIST technical report:

> M. J. Donahue and D. G. Porter
> OOMMF User's Guide, Version 1.0
> Interagency Report NISTIR 6376
> National Institute of Standards and Technology, Gaithersburg, MD (Sept 1999).

and optionally include the URL of the OOMMF home page, `http://math.nist.gov/oommf/`. To help us keep our bibliography page[15] current, please direct publication information to `<michael.donahue@nist.gov>`.

[14] http://math.nist.gov/oommf/
[15] http://math.nist.gov/oommf/bibliography.html

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