# Environment Modules

**Purpose**: Libraries & Environment Modules
**Latest version**: 3.2.10
**Licence**: ✓ Free of use
*GNU GPL _ext-link*
**Website**: *https://modules. sourceforge.net/ _ext-link*

**Environment Modules** is a software package released under GNU-GPL license and available at SourceForge website. It consists of an amount of instructions and information files (modulefiles), which provides an easy interface for the dynamic modification of a user's environment.

Each module contains the information needed to initialize the shell for an application. That is why it is useful when working with different versions from a same program. Modules can be loaded and unloaded dynamically and atomically in a clean fashion. Users can easily control their environment through these simple processes of loading and unloading modules.

# Software Information

How to use:

- To see the available modules, you first need to run the **module avail** command.
- To load a module: **module load** *<module_name>*
- To unload a module: **module unload** *<module_name>*
- To know which modules are loaded: **module list**

If you want to use a specific application version (XX), you need to load the correspondent module with the command: /home/user> module load aplicació/xx. Supposing that you want to change that version, you need to load the previous module as well as the new one. This modules change can be automatically done with the switch option. For instance, if you want to use the XY version, it would be: /home/user> module switch aplicació/xx aplicació/xy.

If you always use the same application version, as a matter of higher convenience, you can include the load module sentence into a .cshrc or .profile file. If you later want to occasionally change the version, it is mandatory to do the interchange modules process.

For further information you can visit the *SourceForge* webpage.

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