



Code_Saturne 2.3.3 Quick reference card

User scripts

All *Code_Saturne* commands are available under a single script: `code_saturne`. Here below are the most useful commands for a *Code_Saturne* user from the study creation to the post-processing. Complete information for each command can be obtained by typing:
`code_saturne <command> --help`.

- **info**

Get information on *Code_Saturne*. Open the documentation (user, theory, tutorial).
e.g. `code_saturne info --guide=user`

- **config**

Get information on the configuration and installation of *Code_Saturne*.
e.g. `code_saturne config`

- **create**

Create a *Code_Saturne* template study or case.
e.g. `code_saturne create --nogui --study=test`

- **gui**

Launch *Code_Saturne* graphical user interface.
e.g. `code_saturne gui --file=xmlfile`

- **compile**

Create a specific solver executable when some user subroutines are present.
e.g. `code_saturne compile --test`

Main user subroutines

Here below are the most useful user subroutines to run a standard simulation. Some of them are useless if the graphical user interface is used.

- **usini1.f90**

Initialization of the main keywords.

- **usclim.f90**

Management of the boundary conditions.

- **usphyv.f90**

Management of the variable physical properties.

- **usiniv.f90**

Non-standard initialization of the variables.

- **usproj.f90**

User project files.

- **uskpdc.f90**

Management of the head loss.

- **usts**.f90**

User source terms related subroutines.

- **us*pst.f90**

Post-processing related subroutines.

Practical information

<http://www.code-saturne.org>

Related software:

<http://www.syrthes.org>

<http://www.code-aster.org>

<http://www.salome-platform.org>

