GROMACS - Bug #1835

NVML support can't be disabled in the build system

10/01/2015 04:07 PM - Sziárd Páll

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Mark Abraham</td>
</tr>
<tr>
<td>Category:</td>
<td>build system</td>
</tr>
<tr>
<td>Target version:</td>
<td>5.1.2</td>
</tr>
<tr>
<td>Affected version - extra info:</td>
<td>5.1.2</td>
</tr>
<tr>
<td>Affected version:</td>
<td>5.1</td>
</tr>
<tr>
<td>Difficulty:</td>
<td>uncategorized</td>
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**Description**

If the user wants to disable NVML support (even though all dependencies are found by CMake), this is not possible without editing the cache manually.

ref: [https://mailman-1.sys.kth.se/pipermail/gromacs.org_gmx-users/2015-October/101144.html](https://mailman-1.sys.kth.se/pipermail/gromacs.org_gmx-users/2015-October/101144.html)

**Related issues:**

Related to GROMACS - Bug #1838: Error building gromacs-5.1 with NVML support Closed

**Associated revisions**

Revision 8b14e14f - 01/13/2016 12:06 PM - Mark Abraham

Allowed NVML support to be toggled

A new CMake advanced option GMX_USE_NVML takes its default value from the result of the NVML detection, thus by default NVML support is on only if the detection succeeds. It can be turned off or on at will, but when set on, it will give a fatal error if the detection did not succeed.

Split the NVML section of the install guide into its own paragraph.

Fixes #1835

Change-Id: lc1bf025fcd807eb701d06b52afe35b11b2d75f402

Revision 3309a559 - 01/26/2016 06:43 PM - Mark Abraham

Fix default for GMX_USE_NVML

NVML_FOUND is the result of the detection, which should be the default for GMX_USE_NVML.

Refs #1835

Change-Id: l0fd640d4c431242e47e147bd5f33c9bdec176010

**History**

#1 - 10/01/2015 04:10 PM - Sziárd Páll

- Description updated

#2 - 10/05/2015 05:31 PM - Sziárd Páll

- Related to Bug #1838: Error building gromacs-5.1 with NVML support added

#3 - 11/23/2015 05:46 PM - Mark Abraham

Is this resolved?

#4 - 11/23/2015 06:59 PM - Sziárd Páll

No, it is not. The build system will still link against NVML if the dependencies are detected at any point. The user can't do much about it except reconfiguring and manually "hiding" some of the NVML components from CMake or by editing the cache manually.
#5 - 01/12/2016 04:14 PM - Mark Abraham
- Status changed from New to In Progress
- Assignee set to Mark Abraham

#6 - 01/12/2016 04:15 PM - Gerrit Code Review Bot
Gerrit received a related patchset '1' for Issue #1835.
Uploader: Mark Abraham (mark.j.abraham@gmail.com)
Change-id: Ic1bf025fcd807eb701d0b52afe35b11b2d75f402
Gerrit URL: https://gerrit.gromacs.org/5549

#7 - 01/12/2016 04:21 PM - Mark Abraham
- Target version changed from 5.1.1 to 5.1.2

#8 - 01/12/2016 04:23 PM - Mark Abraham
- Status changed from In Progress to Fix uploaded

#9 - 01/13/2016 12:15 PM - Mark Abraham
- Status changed from Fix uploaded to Resolved

Applied in changeset 8b14e14f4a18193eacc86a2da9a4d812df0e03eb.

#10 - 01/26/2016 06:44 PM - Gerrit Code Review Bot
Gerrit received a related patchset '1' for Issue #1835.
Uploader: Mark Abraham (mark.j.abraham@gmail.com)
Change-id: I0fd640d4c431242e47e147bd5f33c9bddec176010
Gerrit URL: https://gerrit.gromacs.org/5592

#11 - 01/27/2016 01:14 PM - Mark Abraham
- Status changed from Resolved to Closed