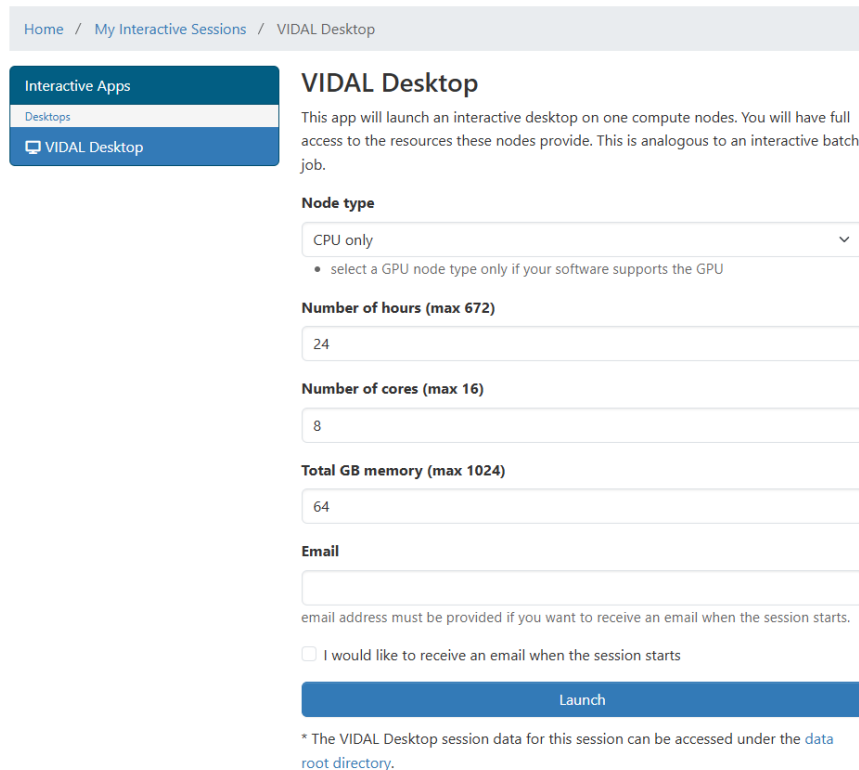


Logging into Stata on the ViDaL 2 Linux Server: A Quick Startup Guide (created by Todd Leroux)

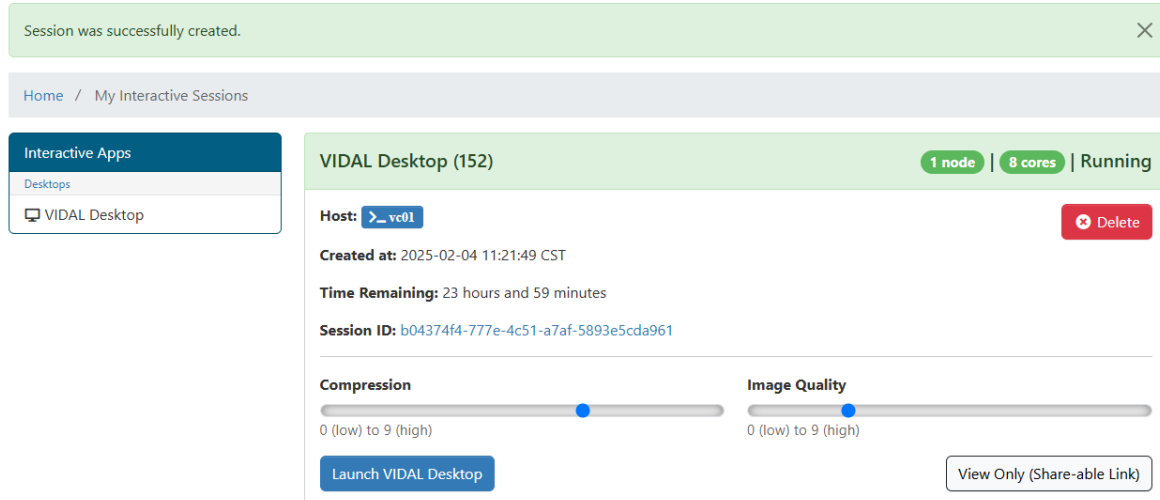
To log into to VIDAL 2 go to:
<https://portal.vidal.tamu.edu/>

You have to request a Desktop from here. When you click on VIDAL Desktop, you'll see this:



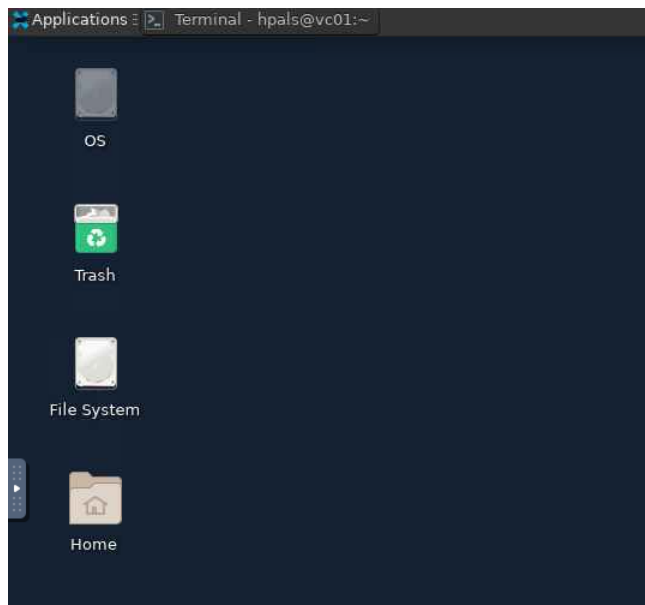
The screenshot shows the 'VIDAL Desktop' page on the portal. On the left is a sidebar with 'Interactive Apps', 'Desktops', and 'VIDAL Desktop' (selected). The main content area has a breadcrumb 'Home / My Interactive Sessions / VIDAL Desktop'. Below the sidebar, the 'VIDAL Desktop' section includes a description: 'This app will launch an interactive desktop on one compute nodes. You will have full access to the resources these nodes provide. This is analogous to an interactive batch job.' The form contains several fields: 'Node type' (a dropdown menu set to 'CPU only' with a note to select GPU only if supported), 'Number of hours (max 672)' (input field with '24'), 'Number of cores (max 16)' (input field with '8'), and 'Total GB memory (max 1024)' (input field with '64'). There is an 'Email' input field with a note that an email address must be provided to receive a session start notification. A checkbox for 'I would like to receive an email when the session starts' is present and unchecked. A blue 'Launch' button is at the bottom. A footnote states: '* The VIDAL Desktop session data for this session can be accessed under the [data root directory](#).'

Just click “Launch”. It might take a couple of seconds, but soon enough a session will be created for you. It first tells you to wait, and then something like this will appear:



Click here on “Launch VIDAL Desktop”. You are now in the Linux system.

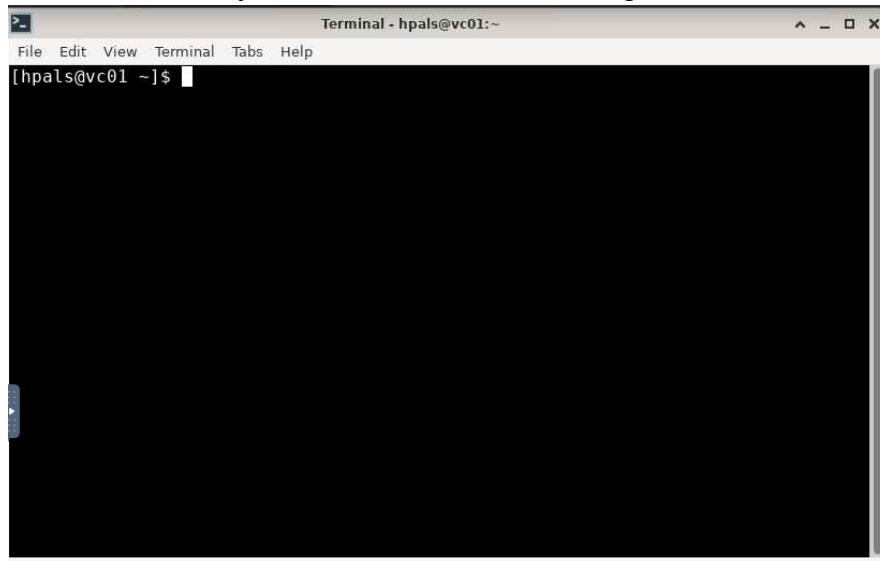
Up to this point, the assumption is that you have successfully launched a Linux node. You should see a desktop environment such as below.



Launch the terminal by selecting the second-to-the-left bottom icon which resembles a black terminal with a `>_`.



Once launched, you should see the following.



This is your LINUX command line.

DO NOT SKIP THIS FOLLOWING PART OF CREATING A SHORTCUT

The first thing I would like you to do here is to create a shortcut to the project folder (or a shortcut to your sub-project folder under the main project folder). For that you need to type the following to the command line (i.e., type in this black window):

In `—s /vidal/pathway`

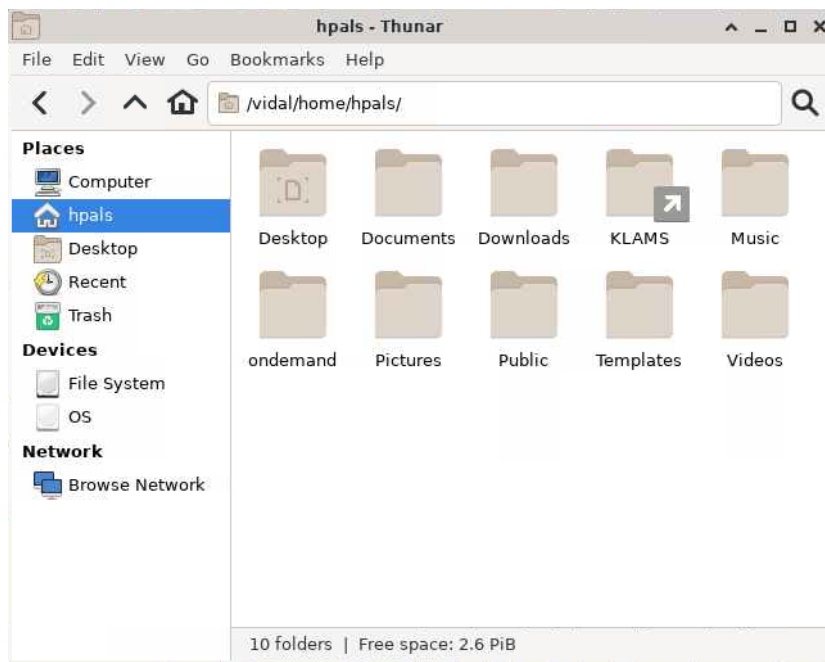
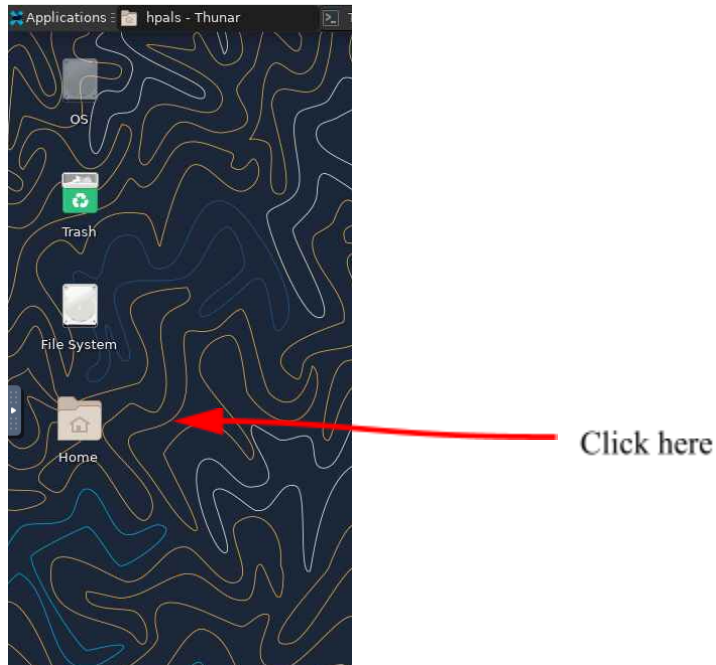
(if you used Linux before and created a shortcut to the project folder, you have to first delete it – click on the HOME folder on Desktop, if you see the project shortcut broken link there, delete it. Then try creating the shortcut again)

(the first character in this command is lowercase l and not uppercase i)

After typing it, hit “Enter”.

Now you’ve created a shortcut to the entire project directory. The name of the shortcut is the name of the project folder.

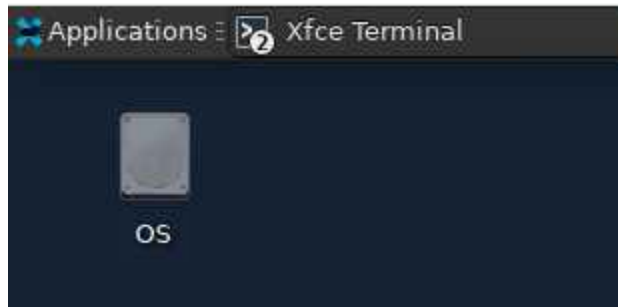
If you open the HOME folder on desktop now (see below), you’ll see the shortcut.



Above is what you'll see. The project folder is the shortcut to the project area. KLAMS is the shortcut to a project made in this example. You should be able to see your project folder in there. It opens like any other folder in Windows.

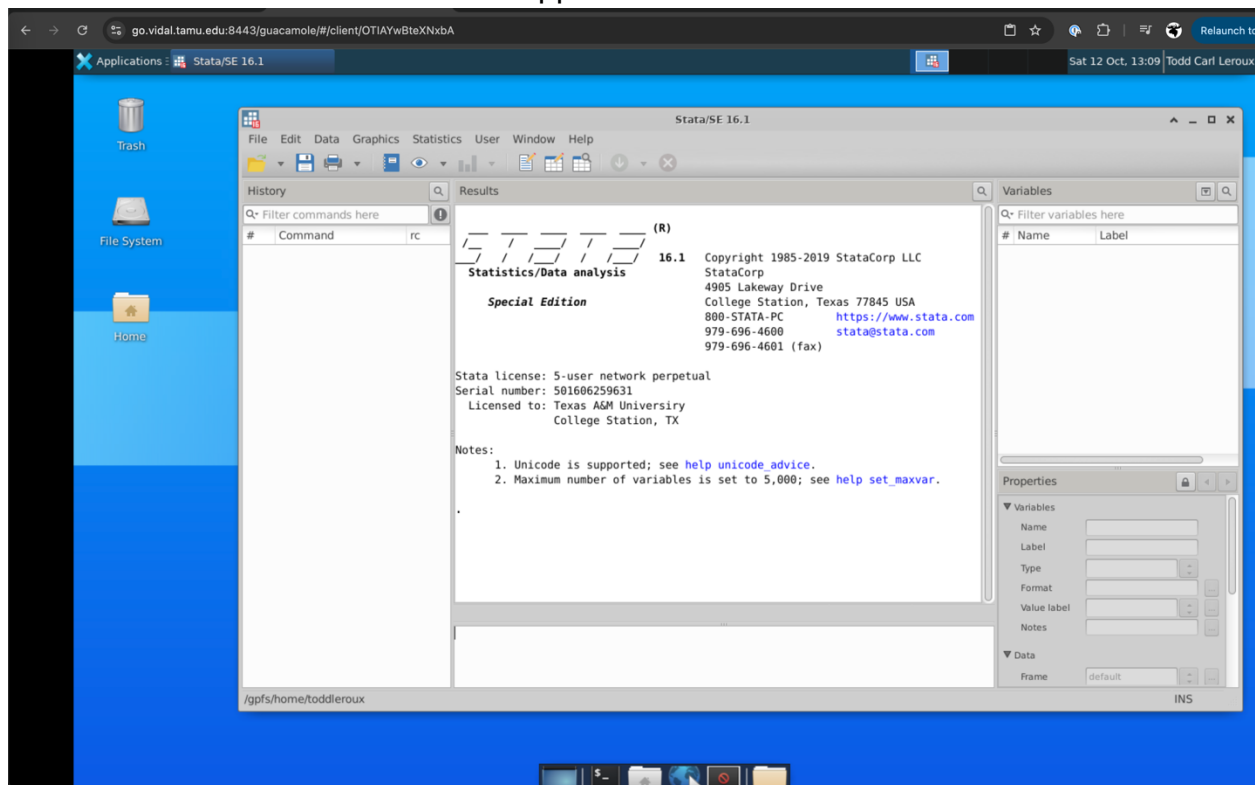
How to open Stata

To open Stata click on “Applications” in the upper left corner:



In the drop-down menu, you’ll see “Science”. Stata is under that. Just click on Stata and it will open for you.

You should see the GUI launch as it appears as it would in Windows.



WORKING IN STATA

When you are working in Stata and you need to minimize a window, you can use the ___ icon on the upper right corner of your window. It will put the minimized window on the upper line of your LINUX environment.

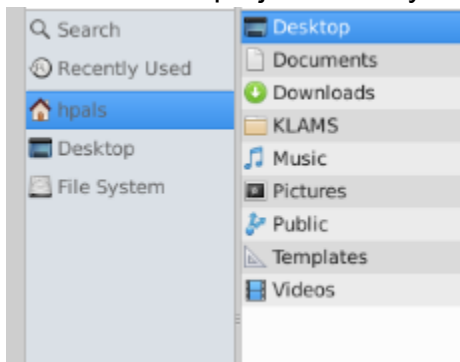
How to open your syntax in Stata?

When your Stata is open, click on “Window” in the upper menu of Stata. From there, select “Do-file Editor” and then “New Do-file Editor”.

This will open a new Do-File Editor. Here, you can navigate to the do-file (syntax) you want to open. For that, first go to “Open” icon:



Here, if you go to your home icon, indicated with your username, you'll see your shortcut to the project folder you made earlier (see below).



Click on the project folder and this will take you to your project folder and you can open your syntax.

Using paths in syntax

The paths have changed again. So you need to make sure that the paths you have in your syntax are updated. I strongly urge you to use the Global Macros to make it easy for your syntax to translate from one environment to another.

Or you could use global macros that allow you to define different paths for different things (data, output, syntax). I strongly suggest this option as it allows you to define multiple different locations for different things. And, by putting the global codes in the very beginning of your syntax, it will be easy to change them if needed. Here is an example:

```
global datause = "/vidal/home/hpals/KLAMS/Data/KLAMS Separate Waves/"
global datasave = "/vidal/home/hpals/KLAMS/Project - Heili/CR/Working Data/"
global syntax = "/vidal/home/hpals/KLAMS/Project - Heili/CR/Syntax/"
global output = "/vidal/home/hpals/KLAMS/Project - Heili/CR/Output/"

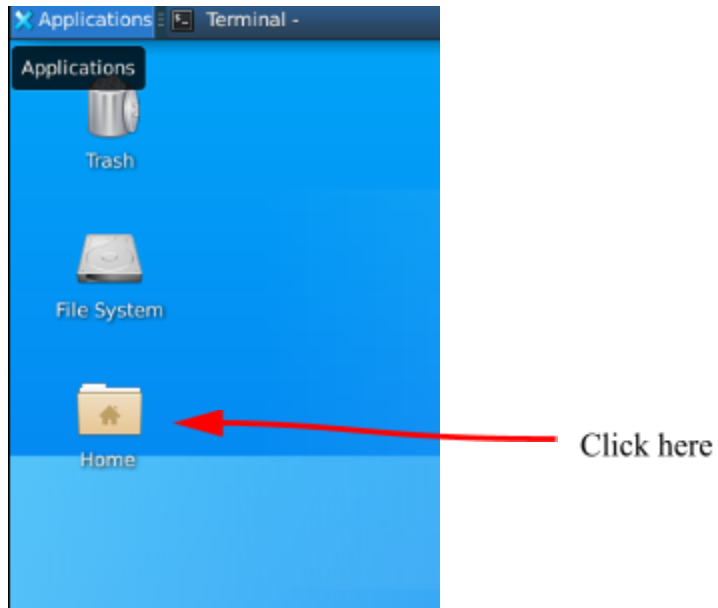
***Start saving results window
log using "$output/race in G1 early waves.log", replace text

***Open data
use "$datause/merged_G1T1-T7.dta", clear

***Save your working data
save "$datasave/g1t7g2t12_working.dta", replace
```

If you use these macros, then it is pretty easy to edit the syntaxes to be able to run at both environments – all you'd need to do is to edit the macro definitions at the top of the syntax. Thus, you could have the Windows versions of those macros commented out and the Linux versions not commented out when you work in Linux and vice versa when you work in Windows.

Of course, for you, the path will be slightly different. It is likely that your path will have your username in it, and not mine. The way to figure out a full path is to use the File Manager Home button on the desktop.



Navigate here to the location that you need a path for.

