VieVS 3.1 Release

- Release date: 2018-10-02
- Release version: 3.1
- Availability: via GitHub

Availability of VieVS 3.0

⚠️ The previous VieVS releases are not available anymore.

Installation notes

The VieVS-VLBI module is available from GitHub: https://github.com/TUW-VieVS/VLBI

The most recent version of the software is now available for everyone without any registration and will be continuously updated on GitHub. It can be cloned and pulled using Git (a free and open source distributed version control system) or simply downloaded as ZIP.

Please refer to https://github.com/TUW-VieVS/VLBI/blob/develop/README.md to see how to get started.

All software parts are open source. Feel free to use and modify the source code according to your needs and in accordance with the terms of the GNU General Public License v3.0. We are open for comments, bug-reports and of course questions (if they cannot be solved using the documentations).

Compatibility between 3.0 and 3.1

Basically all data files are compatible. Exceptions are the VM1 files (which are now provided in terms of text files instead of .mat files).

- **OPT files** for VieVS 3.0 still work for 3.1
- **Outlier files** are also compatible
- **NGS data files will still work**

Be aware that the directory structure of VieVS 3.1 changed!

VieVS 3.1 release notes:

Apart from many minor changes to enhance the usability of VieVS major changes are listed below:

- Full support of the new vgosDB format (there were some issues with VieVS 3.0)
- The VMF3 mapping functions are now used per default (provided in the /TRP/VMF3/ directory)
- Updated superstation and supersource files

- In order to facilitate code management we changed the folder structure of VieVS: All code files are now located in /vievs31/CODE/ whereas all other (data and control) files are located in /vievs31/VLBI/.

From:
https://vievswiki.geo.tuwien.ac.at/ -

Permanent link:
https://vievswiki.geo.tuwien.ac.at/doku.php?id=public:vievs_realeases:vievs_31

Last update: **2020/07/15 11:56**