

Starting with the 2017 release (available in late 2016), TetrUSS is packaged as a combination of source code and executables on both Linux and Mac OS.

GridTool, VGRID, and POSTGRID are only available in executable form. We are not able to release source code for this software. The Mac executables will run without issues on recent Mac OS (10.11-10.12) versions. If you encounter any compatibility/library/font/driver issues with the Linux executables, you must resolve them locally. In most cases, error messages will provide detailed information needed to debug/correct the problem.

USM3D and its various preprocessors and postprocessors are only available in source code form and must be compiled. Example makefiles are provided to assist with compilation, but you may need to resolve issues with compilers, tools/utilities, and library setup in order to facilitate the compilation process.