

NAME

GAMS - a General Algebraic Modeling System

SYNOPSIS

gams infile[.gms] [[-] option [=] value]...

DESCRIPTION

GAMS stands for General Algebraic Modeling System and automates the process of going from a mathematical statement of the problem to the solution. GAMS transforms the mathematical representation to representations required by specific solver engines like OSL,CPLEX,..

OPTIONS

GAMS parameters can be used on a GAMS command line or included in the GAMSPARM.TXT file to customize default values. The GAMSPARM.TXT file will be read from the current directory, or if not found there, from the GAMS system directory. Command line settings will override the GAMSPARM.TXT settings.

For example, if you want to run GAMS with the screen output sent to a file, you make the following command:

```
gams filename lo=2
```

ACTION, A=string

Processing options. CE compile and execute (default) C compile only E execute only G generate gluecode only R restart after a solve

APPENDLOG, AL=integer

Log file append option 0 reset log file (default) 1 append logfile

APPENDOUT, AO=integer

Output listing file append option 0 reset listing file (default) 1 append to listing file

BOTMARGIN, BM=integer

Bottom margin. Blank lines added at the end of a page (only used with PAGECONTR=0 padding).

CASE, CASE=integer

Output case option 0 write listing file in mixed case (default) 1 write listing file in upper case only

CERR, CERR=integer

Compile time error limit. The compilation will be aborted after 'n' errors have occurred. 0 no error limit (default) n stop after n errors

CODEX, CX=integer

Overrides default size of execution code length (codex) 0 use system defaults 1 use size 1 2 use size 2 3 use size 3 4 use largest size possible

CTRLM, CTRLM=integer

Control M indicator. 0 CTRL-M is not a valid input (default) 1 CTRL-M will be interpreted as space

CTRLZ, CTRLZ=integer

Control Z indicator. 0 CTRL-Z is not a valid input (default) 1 CTRL-Z will be interpreted as space

CURDIR, CDIR=string

Current directory. If not specified, it will be set to the directory the GAMS module is called from.

DIFORMAT, DF=integer

Date format. 0 mm/dd/yy (default) 1 dd.mm.yy 2 yy-mm-dd

DUMPOPT, DUMPOPT=integer

Workfile dump option. Extracts selected portion of the workfile and writes it in GAMS source format to another file. 0 no dumpfile (default) 1 use original element names 2 use new element names and change text 3 use new element names and drop text

DUMPPARMS, DP=integer

GAMS parameter logging. 0 no logging (default) 1 lists accepted parameters 2 log of file operations plus parameters

EOLONLY, EY=integer

Single key-value pair option (immediate switch) 0 any number of keys or values (default) 1 only one key-value pair on a line

ERROR, ERROR=string

Force a parameter error with message s

ERRMSG, ERRMSG=integer

Error message option. 0 error messages at the end of compiler listing (default) 1 error messages immediately following the error line 2 no error messages

ERRNAM, ERRNAM=string

Error message file name. Used to change the name GAMSERRS.TXT. The name will be used as is.

EXPAND, EF=string

Expand file name. The final name is composed by completing the name with the current directory.

FERR, FERR=string

Compilation error message file. Instructs GAMS to write error messages into a file. The file name is composed by completing the name with the scratch directory and the scratch extension. The default is no compilation error messages.

FORCEWORK, FW=integer

Force workfile translation 0 no translation (default) 1 try translation

FSAVE, FSAVE=integer

Force workfile to be written 0 workfile only written if SAVE (default) 1 workfile written if no SAVE. Mainly used by solvers that can be interrupted from the terminal.

G205, G205=integer

Version 2.05 backward compatability 0 latest syntax (default) 1 2.05 syntax only 2 2.25 syntax only

GLANGUAGE, GLAN=integer

Glue code target language default 0 use platform default (FORTRAN) 1 FORTRAN 2 C

GFEXT, GFEXT=integer

Glue code FORTRAN extension name 0 host platform defaults 1 xxxxx.f 2 xxxxx.for

GFIMPLICIT, GFIMP=integer

Glue code FORTRAN implicit style 0 host platform defaults 1 IMPLICIT NONE 2 IMPLICIT UNDEFINED (A-Z) 3 IMPLICIT LOGICAL (A-Z)

GFINCLUDE, GFINC=integer

Glue code FORTRAN include style 0 host platform defaults 1INCLUDE 'full name' 2 %%INCLUDE 'xxxxx' 3 #INCLUDE "xxxxx" 4 \$INCLUDE: 'xxxxx'

INPUTDIR, IDIR=string

Input search paths. Can include several search paths separated by OS specific symbols. The individual search paths are stored in INPUTDIRn.

INPUTDIR1toINPUTDIR12, IDIR1toIDIR12=string

Input search path. Default is no search path.

LEFTMARGIN, LM=integer

Left margin for listing file. Shifts the output n position to the right (default=0).

LIBINCDIR, LDIR=string

Library include directory. Used to complete a filename for \$LIBINCLUDE

LICENSE, LICENSE=string

License file name. Used to override internal license information (filename used as is).

LOGFILE, LF=string

Log filename. The log file name is completed using the current directory. If no logfile is given but the LOGOTION=2, then the file name will be the input file name with the extension LOG.

LOGLINE, LL=integer

Amount of line tracing to logfile 0 all line tracing suppressed 1 limited line tracing n full line tracing with increment of n

LOGOPTION, LO=integer

Logfile option 0 no log output 1 log output to screen 2 log output to file

MULTIPASS, MP=integer

Multipass facility 0 standard compilation 1 check-out compilation

NLCON, NLCON=integer

Nonlinear instructions search length. 0 use system default (default) n max number of unique constants A pool of <n> unique nonlinear constants is kept. Lookup for first <n> constants only.

NOCHECK, NOCHECK=integer

Ignore parameter errors (immediate option) 0 report parameter errors (default) 1 ignore parameter errors

OPT, OPT=integer

Optimization level for GAMS execution 0 standard optimization (default) 1 First Level recognize clear

OPTFILE, OPTFILE=integer

Option file indicator. Initializes the model.OPTFILE to the value set. Default is zero. Mainly used for automatic testing and debugging.

OUTPUT, O=string

Output file name. If no name is given, the input file name is combined with the current directory and the standard output file extension is applied. Otherwise, the final name is composed by using the current directory.

PAGECONTR, PC=integer

Page control. 0 no page control with padding 1 FORTRAN style line printer format 2 no page control, no padding 3 Formfeed character for new page

PAGESIZE, PS=integer

Page size. If less than 30 it will be reset to the default of 60. PS lines can be used on a page for printing. Note that the total number of lines are BM + PS + BM. The BM lines are only added if padding is requested (PC=0).

PAGEWIDTH, PW=integer

Print width. This value should be between 72 and 255. If the value is outside the range, the default value of 132 will be used.

POOLFREE1toPOOLFREE7, PF1toPF7=integer

Pool sizes for record mode 0 default pool size used n use pool of size n

POOLUSE, PU=integer

Pool mode option 0 default mode (default) 1 use block mode 2 use record mode

PROFILE, PROFILE=integer

Global execution profiling option 0 no profiling (default) 1 minimum profiling 2 detailed profiling

PUTDIR, PDIR=string

Put directory. If not specified, it will be set to the work directory.

REFERENCE, RF=string

Symbol reference file. If specified, all references will be written to this file.

RELPATH, RELPATH=integer

Relative or absolute path names 0 pathnames are completed to be absolute 1 pathnames beginning with a '.' will be used as is

RESTART, R=string

Restart file name. The final name is composed by completing the restart file name with the current directory and the standard workfile extension (includes a '?'). The final name has to have at least one

SAVE, S=string

Save file name. The final name is composed by completing the save file name with the current directory and the standard workfile extension (includes a '?'). The final name has to have at least one

SCRDIR, SD=string

Scratch directory. If not given, the scratch directory will be set to the current directory.

SCRIPTEXIT, SL=string

Program or script to be executed at the end of a GAMS run. (default GAMSEXIT). The name will be taken as is.

SCRIPTFRST, SF=string

First line to be written to GAMSNEXT file. The default is an empty string and the 'first' line is not written.

SCRNAM, SN=string

Scratch name. Name stem used to complete the names of intermediate work files. This name stem has to have at least one '?'. Name will be completed with the scratch directory and the standard scratch name extension.

SOLVERCNTR, SCNTR=string

Solver control file name default name override. Name completed with scratch directory and scratch extension.

SOLVERDICT, SDICT=string

Solver dictionary file name default name override. Name completed with scratch directory and scratch extension.

SOLVERDOPT, SDOPT=integer

Dictionary file override. Overrides the dictionary information from the GAMSCOMP.TXT file for all solvers.

SOLVERINST, SINST=string

Solver instruction file name default name override. Name completed with scratch directory and scratch extension.

SOLVERMATR, SMATR=string

Solver matrix file name default name override. Name completed with scratch directory and scratch extension.

SOLVERSOLU, SSOLU=string

Solver solution file name default name override. Name completed with scratch directory and scratch extension.

SOLVERSTAT, SSTAT=string

Solver status file name default name override. Name completed with scratch directory and scratch extension.

STEPSUM, STEPSUM=integer

Step summary option 0 no step summary (default) 1 step summary printed

STRINGCHK, STRINGCHK=integer

String substitution check for %xxx% symbols 0 no substitution if symbol undefined 1 error if symbol undefined 2 remove %xxx% if symbol undefined

SUBSYS, SUBSYS=string

Configuration file name. Used to change the name of GAMSCOMP.TXT. The name will be used as is.

SUPPRESS, SUPPRESS=integer

Compiler listing option 0 standard compiler listing (default) 1 suppress compiler listing

SYSINCDIR, SDIR=string

System library search directory. Used to complete the file name on SYSINCLUDE statements.

TABIN, TABIN=integer

Tab spacing. 0 tabs are not allowed (default) 1 tabs are replaced by blanks n tabs are 1, n+1, 2n+1,...

TFORMAT, DT=integer

Time format. 0 hh:mm:ss 1 hh.mm.ss

TOPMARGIN, TM=integer

Top margin. Lines printed before the page header.

TRACE, TRACE=string

Trace file name. The trace file name is completed using the current directory.

UNITTYPE, UT=string

Unit/insert file operations override. All units from previous runs and current inserts are set to the codes below. X simulate without writing files U unix type pipe style 1 C spawn process with coded files B spawn process with binary files

USER1toUSER5, U1toU5=string

Strings passed on to the subsystems

WORKDIR, WDIR=string

Working directory. Set to CURDIR if not specified

SYSDIR, SYSDIR=string

System directory. This is the GAMS system directory.

SCRIPTNEXT, SCRIPT=string

Script mailbox file name (GAMSNEXT).

WEBSITE

<http://www.gams.com/docs/document.html>

Author and date

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