```
.TH GAMS 1  01/09/02 Version 2.something
.SH NAME
GAMS - a General Algebraic Modeling System
.SH SYNOPSYS
gams infile[.gms] [[-] option [=] value]...
.SH DESCRIPTION
GAMS stands for General Alegbraic 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,..
.SH 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 dircetory. 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


.BR 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

.BR APPENDLOG ", "AL  = integer

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

.BR APPENDOUT ", "AO  = integer

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

.BR BOTMARGIN ", "BM  = integer

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

.BR CASE ", "CASE  = integer

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

.BR CERR ", "CERR  = integer

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

```
.BR 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

```
.BR CTRLM ", "CTRLM  = integer
```

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

```
.BR CTRLZ ", "CTRLZ  = integer
```

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

```
.BR CURDIR ", "CDIR  = string
```

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

```
.BR DFORMAT ", "DF  = integer
```

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

```
.BR 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

```
.BR DUMPPARMS ", "DP  = integer
```

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

```
.BR 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

```
.BR ERROR ", "ERROR  = string
```

Force a parameter error with message s

.BR 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

.BR ERRNAM ", "ERRNAM = string

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

.BR EXPAND ", "EF = string

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

.BR 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.

.BR FORCEWORK ", "FW = integer

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

.BR 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.

.BR G205 ", "G205 = integer

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

.BR GLANGUAGE ", "GLAN = integer

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

.BR GFEXT ", "GFEXT = integer

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

.BR 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)

.BR GFINCLUDE ", "GFINC = integer

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

.BR INPUTDIR ", "IDIR = string

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

.BR INPUTDIR1 to   INPUTDIR12 ", "IDIR1 to   IDIR12 = string

Input search path. Default is no search
path.

.BR LEFTMARGIN ", "LM = integer

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

.BR LIBINCDIR ", "LDIR = string

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

.BR LICENSE ", "LICENSE = string

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

.BR 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.

.BR 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

.BR LOGOPTION ", "LO = integer

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

.BR MULTIPASS ", "MP = integer

Multipass facility
0 standard compilation
1 check-out compilation

.BR 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.

.BR NOCHECK ", "NOCHECK = integer

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

.BR OPT ", "OPT = integer

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

.BR OPTFILE ", "OPTFILE = integer

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

.BR 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.

.BR 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

.BR 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).

.BR 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.

.BR POOLFREE1 to   POOLFREE7 ", "PF1 to PF7 = integer

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

.BR POOLUSE ", "PU = integer

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

.BR PROFILE ", "PROFILE = integer

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

.BR PUTDIR ", "PDIR = string

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

.BR REFREENCE ", "RF = string

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

.BR RELPATH ", "RELPATH = integer

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

.BR 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
'?'.

.BR 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
'?'.

.BR SCRDIR ", "SD = string

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

.BR 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.

.BR SCRIPTFRST ", "SF = string

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

.BR 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.

.BR SOLVERCNTR ", "SCNTR = string

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

.BR SOLVERDICT ", "SDICT = string

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

.BR SOLVERDOPT ", "SDOPT = integer

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

.BR SOLVERINST ", "SINST = string

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

.BR SOLVERMATR ", "SMATR = string

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

.BR SOLVERSOLU ", "SSOLU = string

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

.BR SOLVERSTAT ", "SSTAT = string

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

.BR STEPSUM ", "STEPSUM = integer

Step summary option
0 no step summary (default)

1 step summary printed

.BR STRINGCHK ", "STRINGCHK = integer

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

.BR SUBSYS ", "SUBSYS = string

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

.BR SUPPRESS ", "SUPPRESS = integer

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

.BR SYSINCDIR ", "SDIR = string

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

.BR 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,...

.BR TFORMAT ", "DT = integer

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

.BR TOPMARGIN ", "TM = integer

Top margin. Lines printed before the
page header.

.BR TRACE ", "TRACE = string

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

.BR 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

.BR USER1 to   USER5 ", "U1 to U5 = string

Strings passed on to the subsystems

.BR WORKDIR ", "WDIR = string

Working directory. Set to CURDIR if not
specified

.BR SYSDIR ", "SYSDIR = string

System directory. This is the GAMS
system directory.

.BR SCRIPTNEXT ", "SCRIPT = string

Script mailbox file name (GAMSNEXT).

.SH WEBSITE
http://www.gams.com/docs/document.html
.SH Author and date
Manpage generated for root on mer jan 9 17:13:37 EST 2002