

LOFAR User Software

This page will redirect you to build instructions for the LOFAR common software packages. Unfortunately there are two confusing names for two very different software bases:

- LOFAR Software → the package used and maintained by ASTRON containing control software, pipelines, Awlmager, AOFlagger; this is the package developed and elaborated and used in the LOFAR production environment
- LUS (LOFAR USer Software) → package maintained by the KSPs (Key Science projects) containing the pulsar pipelines tools, the Cosmic Ray tools, etc.

LOFAR (Offline) Software

Current and past production versions

- [Overview of currently installed LOFAR versions on CEP.](#)

Retrieve and build Instructions

There are basically two ways to obtain the LOFAR Offline software.

One is to fetch the source code directly from the LOFAR repository and do it all yourself. This requires that your system has a bunch of libraries installed already, or that you need to install these as you go. This is for people who are somewhat familiar with installing packages and building your own code using CMake.

- [Instructions for how to obtain and build the LOFAR software tree from code.](#)
- [Notes on installing the LOFAR Software on different Systems.](#)

The [Lofar Software Stack installation page](#) shows which software is installed on the LTA processing locations. You can also use this information as a manual on how to install Lofar software yourself.

LUS

LUS build instructions

- [LUS instructions \(not up to date...\)](#)

Dynspec

The Dynspec package (Dynamic Spectrum toolkit) can be downloaded and used as well.

- [Documentation for the Dynspec Toolkit](#)

LoSoTo

- [Installing Losoto in a Virtual environment on flits](#)
- [Installing Losoto in a Virtual environment on an ubuntu 14.04](#)

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