

General instructions for the CSC environment

The workstations in the training room all have the same username and password. Unless they are already on (press space, make sure the display is on), if not, boot them to Linux. The username is `cscuser` and the password is at the back wall

You'll be given training accounts (username `trainingXXX`, password given on a piece of paper - save it for the duration of the school!) to be used on `taito.csc.fi`. Some hands-on exercises will be done on `taito.csc.fi`, or `taito-shell.csc.fi`. To log there, open a terminal on the workstation by right clicking at the Desktop background and selecting "terminal" (or your own laptop), and

```
ssh -X trainingXXX@taito.csc.fi (Or taito-shell.csc.fi)
```

replace above XXX with your number.

Alternatively, select from the Applications menu (top left) Internet and then NoMachine. If you see an icon "connection to nxkajaani.csc.fi select it and login with the `trainingXXX` account), if not, select "new", "continue", fill in "`nxkajaani.csc.fi`" as the host and click "continue" for all next screens. You should now see the icon for "connection to nxkajaani". Double click, fill in your `trainingXXX` account details, and you'll get logged on the NoMachine remote server in Kajaani (accept the info screens). On the resulting black desktop right click, and select "CSC local servers" and from there `taito` (or `taito-shell`), give your password once again, and you have a terminal (with remote X11) on that server.

Once on `taito` (or `taito-shell`), cd to `$WRKDIR` and start working on the tutorials!

If you want to save your results on the `notebooks.csc.fi` instance, open a terminal from your notebook main page (top right, new -> terminal). cd to the folder containing the stuff you want to save, tar it to one file, and from the main page again select the tick box on the left of your file, and select download. The same works also for individual files.

If you have installed TurboVNC you can use high quality remote visualization from taito GPU node. May take some queueing, but detailed instructions are [here](#).