

---

# **Dalton/LSDalton tutorials**

*Release 2014.0*

**Dalton/LSDalton developers**

January 28, 2017



<b>1 Dalton</b>	<b>1</b>
1.1 Some topic . . . . .	1
1.2 Other topic . . . . .	1
<b>2 LSDalton</b>	<b>3</b>
2.1 Some topic . . . . .	3
2.2 Other topic . . . . .	3
<b>3 About this documentation</b>	<b>5</b>
3.1 How you can contribute to this documentation . . . . .	5



## 1.1 Some topic

Write me ...:

```
example input here  
...  
...
```

### 1.1.1 Subsection

To be written ...

## 1.2 Other topic

Write me ...:

```
example input here  
...  
...
```

### 1.2.1 Subsection

To be written ...



## 2.1 Some topic

Write me ...:

```
example input here  
...  
...
```

### 2.1.1 Subsection

To be written ...

## 2.2 Other topic

Write me ...:

```
example input here  
...  
...
```

### 2.2.1 Subsection

To be written ...



---

## About this documentation

---

### 3.1 How you can contribute to this documentation

These pages are rendered using [RST/Sphinx](#) and served using [Read the Docs](#). RST is a subset of Sphinx. Sphinx is RST with some extensions.

#### 3.1.1 How to modify the webpages

The source code for this documentation is hosted on [GitLab](#). You need a [GitLab](#) account to modify the sources.

With a [GitLab](#) account you have two possibilities to edit the sources:

- If you are member of the dalton group, you can push directly to <https://gitlab.com/dalton/tutorials/>. Once you commit and push, a webhook updates the documentation on <http://dalton-tutorials.readthedocs.org/>. This typically takes less than a minute.
- You fork <https://gitlab.com/dalton/tutorials/> and submit your changes at some point via a merge request. This means that your changes are not immediately visible but become so after a team member reviews your changes with a mouse click thus integrating them to <https://gitlab.com/dalton/tutorials/>.

**Note that the entire documentation including the entire documentation source code is public.** Do not publish sensitive information and harvestable email addresses.

#### 3.1.2 How to locally test changes

You do not have to push to see and test your changes. You can test them locally. For this install `python-sphinx` and `python-matplotlib`. Then build the pages with:

```
$ make html
```

Then point your browser to `_build/html/index.html`. The style is not the same but the content is what you would see after the git push.