
Subject: Re: IDLWAVE EMACS QUESTION
Posted by [JD Smith](#) on Wed, 30 Apr 2003 03:16:58 GMT
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On Tue, 29 Apr 2003 13:39:30 -0700, Ben Tupper wrote:

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> JD Smith wrote:
>> On Tue, 29 Apr 2003 11:04:08 -0700, Karthikayan Balakrishnan wrote:
>>
>>
>>> Hello All,
>>> I tried the structure completion in IdlWAVE by adding
>>
>>> (add-hook 'idlwave-load-hook
>>> (lambda () (require 'idlw-complete-structtag)))
>>>
>>> in my .emacs file and then proceeded to add the
>>> idlw-complete-structtag.el file to /usr/local/share/emacs/site-lisp/
>>> where the rest of the idl*.el files are. Yet when I load up Emacs I get
>>> the following error:
>>> File mode specification error: (file-error "Cannot open load file"
>>> "idlw-complete-structtag")
>>>
>>> OS: Linux Redhat 8.0
>>> Emacs Version: GNU Emacs 21.2.1 (i686-pc-linux-gnu, X toolkit, Xaw3d
>>> scroll bars) of 2002-08-28 on astest
>>> IDL Version : 5.5
>>>
>>> Any suggestions? Thanks,
>>> Karthik.
>>
>> It's likely that you're accidentally using the Emacs-bundled version
>> of IDLWAVE, v4.7. You can see by "C-h v idlwave-mode-version". If so,
>> this means the stuff in /usr/local/share/... isn't being used at all.
>> Many linux systems, for some reason, come with Emacs configured *not*
>> to look in /usr/local/share/... for lisp files. You need to configure
>> your load-path in .emacs to include this directory:
>>
>> (setq load-path (cons "/usr/local/share/emacs/site-lisp" load-path))
>>
>> You can view your load-path with "C-h v load-path". Now
>> complete-structtag should work, and you'll be using the newest IDLWAVE
>> version too.
>>
>> JD
>
> Hello,
```

> I guess along the same topic but a slightly different question; how do I
> get the IDL shell to pick up the modifications in my .tcshrc file that I
> made to IDL's !PATH variable. I can't manage to get the shell to pick
> up my modifications although it's there when I start IDL from the
> command line or IDLDE.
>
> IDL 5.6 on MacOSX
>

This just came up last week. You can either start Emacs/IDLWAVE from the shell, or add your path setting stuff to ~/.MacOSX/environment.plist. The issue is that, when started as an Aqua Application, a program never consults the shell for its environment. Hence the environment.plist route.

JD
