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Subject: How to set environment variables in IDLDE  
Posted by [mankoff](#) on Tue, 11 Jan 2011 15:56:42 GMT  
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Hi,

I usually run IDL from the command line and it inherits all the environment variables I have in my .profile. This allows me to, for example, "spawn, 'foo'" where foo is in my unix PATH, and foo is found. When I run the IDLDE by double-clicking on the icon, this does not work.

I've found the suggestion to create a ~/.MacOSX/environment.plist file and put my path there. This has caused all sorts of other problems.

Is there a way in the IDLDE, or via IDL commands (I can put them in my startup.pro file), for me to generally get my environment into the IDLDE or specifically append my PATH statement so that some unix tools can be found by SPAWN?

Thanks,

-k.

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