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Subject: Possible problem with GDL environment variables under Fedora 5  
Posted by [idlwizard-1@yahoo.com](mailto:idlwizard-1@yahoo.com) on Sun, 09 Apr 2006 16:43:17 GMT  
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I loaded Fedora Core 5 (the AMD 64 bit version, if that matters). I used the built in

Application->Add/Remove Software

to find and load GDL. Nice! I rebooted, then started GDL using the gdl command.

I see:

```
For basic information type HELP,/INFO
'GDL_STARTUP'/'IDL_STARTUP' environment variables both not set.
No startup file read.
GDL> % Interrupt encountered.
GDL>
```

This suggests something is wrong. So does the fact that !path is empty.

Can anyone suggest how one should set environment variables? Or is the fedora 5 package faulty? (No reference intended to the recent FL release.)

I'm not sure if this helps, but if I execute:

```
gdl-lib-config
```

I get:

```
Print information on GD library's version, configuration, and use.
```

```
Usage: gdl-lib-config [options]
```

```
Options:
```

```
--libdir      # directory where GD library is installed
--includedir  # directory where GD library headers are
```

```
installed
```

```
--version     # complete GD library version string
--majorversion # GD library major version number
--minorversion # GD library minor version number
--revision    # GD library revision version number
--ldflags     # options required for linking against GD
```

```
library
```

```
--libs        # libs required for linking against GD
```

```
library
```

```
--cflags     # options required for compiling GD library
```

```
apps
```

--includes      # same as --cflags  
--features      # lists optional features compiled into gd,  
separated  
                  # by spaces. Currently (as of 2.0.26) the  
optional  
                  # features are GD\_PNG, GD\_JPEG, GD\_XPM, and  
                  # GD\_FREETYPE. When these features are  
reported by  
                  # --features, it is safe to include calls to  
the  
                  # related functions in your code.  
--all            # print a summary of all GD library configure  
options

So I tried

```
gdlib-config --all
```

and got

```
GD library 2.0.33
includedir: /usr/include
cflags:    -I/usr/include
ldflags:   -L/usr/lib64 -L/usr/lib64
libs:      -lXpm -lX11 -ljpeg -lfontconfig -lfreetype -lpng12 -lz
-lm
libdir:    /usr/lib64
features:  GD_XPM GD_JPEG GD_FONTCONFIG GD_FREETYPE GD_PNG GD_GIF
```

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Subject: Re: Possible problem with GDL environment variables under Fedora 5  
Posted by [Joel Gales](#) on Fri, 14 Apr 2006 01:00:24 GMT

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mitch grunes wrote:

```
> No, those two things weren't enough. I still get
>
> 'GDL_STARTUP'/'IDL_STARTUP' environment variables both not set.
> No startup file read.
>
> I also tried
> csh
> set IDL_STARTUP /home/myself/src
> set GDL_STARTUP /home/myself/src
>
> (where /home/myself/src is the equivalent of your ~/idl_code) and got
> the same error.
>
```

> But  
>  
> csh  
> setenv IDL\_STARTUP /home/myself/src  
> setenv GDL\_STARTUP /home/myself/src  
>  
> and that got rid of the error.  
>  
> (I don't know enough about bash to do the equivalent in bash.)  
>  
In bash:

```
export IDL_STARTUP=/home/myself/src  
export GDL_STARTUP=/home/myself/src
```

Joel

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Subject: Re: Possible problem with GDL environment variables under Fedora 5  
Posted by [cgguido](#) on Fri, 14 Apr 2006 14:21:18 GMT  
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Joel is correct, I messed up the bash syntax. sorry...

Gianguido

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