Slime-on-Eniac.org

N-CRITSER

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Contents

1   Sign on to eniac

```
$ ssh <user>@eniac.cs.hunter.cuny.edu
$ ssh cslabXX
```

2   Get the Slime Repository from github

2.1   Clone the git repository

Type this command into your terminal

```
$ git clone https://github.com/slime/slime.git
```

This will create a directory in your home directory called slime. Inside is all the slimey goodness.

3 Get Emacs to work right

From your home directory (you landing directory when you sign on) run this command

```
$ more .emacs
```

3.1 Nothing happened

if nothing shows up you don't have a .emacs file. So lets make one.

3.2 Some lisp stuff showed up

That's fine too. We'll add to it.

3.3 Within .emacs file you need the code to call slime and ccl64

C-s C-x is emacs speak for Control+s Control+x (save command)

```
$ emacs .emacs

;; Setup load-path, autoloads and your lisp system
;; Change the path to slime if you cloned somewhere else
(add-to-list 'load-path "~/slime")
(require 'slime-autoloads)
(setq inferior-lisp-program "ccl64")
;; now save C-x C-s
;; and exit C-x C-c
```

4 Test Slime

```
$ mkdir slime-test
$ cd slime-test/
$ emacs  test.lisp

;; EVERYTHING PAST THIS IS DONE IN EMACS
;; Make a test for slime
(defun add-test (n1 n2)
  (+ n1 n2))
```

4.1 Start Slime

```
M-x slime <return>
;; slime should start up
;; then split the screen
C-x 4 b
;; this gives you a list of buffers
;; usually the first one is the last file you worked on
;; if test.lisp is first hit <RETURN>
;; hit
C-x o  ;; thats an o not a 0
;; you should be in slime REPL NOW

;; type
(load "test.lisp") ;; <RETURN>
(add-test 1 2)     ;; <RETURN>
3
```

Thats it. Slime is up and running on emacs in eniac. !!! PS: I tested this on a Chromebook via ssh from the j lab. If it doesn't work for you let me know.