

Declarative shell environments with shell.nix

Contents

- Overview
- Entering a temporary shell
- A basic `shell.nix` file
- Environment variables
- Startup commands
- References
- Next steps

Overview

Declarative shell environments allow you to:

- Automatically run bash commands during environment activation
- Automatically set environment variables
- Put the environment definition under version control and reproduce it on other machines

What will you learn?

In the [Ad hoc shell environments](#) tutorial, you learned how to imperatively create shell environments using `nix-shell -p`. This is great when you want to quickly access tools without installing them permanently. You also learned how to execute that command with a specific Nixpkgs revision using a Git commit as an argument, to recreate the same environment used previously.

In this tutorial we'll take a look at how to create reproducible shell environments with a

[Skip to main content](#)

same environment on a different machine.

How long will it take?

30 minutes

What do you need?

- Familiarity with the Unix shell
- A rudimentary understanding of the [Nix language](#)

Entering a temporary shell

Suppose we want an environment where `cowsay` and `lolcat` are available. The simplest possible way to accomplish this is via the `nix-shell -p` command:

```
$ nix-shell -p cowsay lolcat
```

This command works, but there's a number of drawbacks:

- You have to type out `-p cowsay lolcat` every time you enter the shell.
- It doesn't (ergonomically) allow you any further customization of your shell environment.

A better solution is to create our shell environment from a `shell.nix` file.

A basic `shell.nix` file

Create a file called `shell.nix` with these contents:

```
1 let
2   nixpkgs = fetchTarball "https://github.com/NixOS/nixpkgs/tarball/nixos-24.05";
3   pkgs = import nixpkgs { config = {}; overlays = []; };
4 in
5
6   pkgs.mkShellNoCC {
7     packages = with pkgs; [
8       cowsay
```

[Skip to main content](#)

```
10   ];  
11 }
```

Detailed explanation

Enter the environment by running `nix-shell` in the same directory as `shell.nix`:

Note

The first invocation of `nix-shell` on this file may take a while to download all dependencies.

```
$ nix-shell  
[nix-shell]$ cowsay hello | lolcat
```

`nix-shell` by default looks for a file called `shell.nix` in the current directory and builds a shell environment from the Nix expression in this file. Packages defined in the `packages` attribute will be available in `$PATH`.

Environment variables

You may want to automatically export certain environment variables when you enter a shell environment.

Set `GREETING` so it can be used in the shell environment:

```
let  
  nixpkgs = fetchTarball "https://github.com/NixOS/nixpkgs/tarball/nixos-24.05";  
  pkgs = import nixpkgs { config = {}; overlays = []; };  
in  
  
pkgs.mkShellNoCC {  
  packages = with pkgs; [  
    cowsay  
    lolcat  
  ];  
  
+ GREETING = "Hello, Nix!";  
}
```

Any attribute name passed to `mkShellNoCC` that is not reserved otherwise and has a value

[Skip to main content](#)

Try it out! Exit the shell by typing `exit` or pressing `Ctrl + D`, then start it again with `nix-shell`.

```
[nix-shell]$ echo $GREETING
```

⚠ Warning

Some variables are protected from being set as described above.

For example, the shell prompt format for most shells is set by the `PS1` environment variable, but `nix-shell` already sets this by default, and will ignore a `PS1` attribute set in the argument.

If you need to override these protected environment variables, use the `shellHook` attribute as described in the next section.

Startup commands

You may want to run some commands before entering the shell environment. These commands can be placed in the `shellHook` attribute provided to `mkShellNoCC`.

Set `shellHook` to output a colorful greeting:

```
let
  nixpkgs = fetchTarball "https://github.com/NixOS/nixpkgs/tarball/nixos-24.05";
  pkgs = import nixpkgs { config = {}; overlays = []; };
in

pkgs.mkShellNoCC {
  packages = with pkgs; [
    cowsay
    lolcat
  ];

  GREETING = "Hello, Nix!";
+
+   shellHook = ''
+     echo $GREETING | cowsay | lolcat
+   '';
}
```

Try it again! Exit the shell by typing `exit` or pressing `Ctrl + D`, then start it again with

[Skip to main content](#)

References

- `mkShell` documentation
- Nixpkgs shell functions and utilities documentation
- `nix-shell` documentation

Next steps

- Nix language basics
- Automatic environment activation with direnv
- Dependencies in the development shell
- Automatically managing remote sources with npins