

Installing the Kast Data Reduction Package [v0.4]

I. SETUP

- IDLUTILS_DIR
 - One tends to keep all IDL codes together in their home directory with a top level directory like ~/idl/. All of the codes are then placed underneath this directory. I will refer to this directory as HOMEIDL_DIR.
 - You will need to set three environment variables named IDLSPEC2D_DIR, IDLUTILS_DIR and XIDL_DIR which point to the directories for the Sloan code and xavier's code. I suggest you add them right into your .cshrc file.
Examples:
> setenv IDLUTILS_DIR ~/idl/idlutils
> setenv IDLSPEC2D_DIR ~/idl/idlspec2d
> setenv XIDL_DIR ~/idl/xidl

II. IDLUTILS (djs) IDL package

- Built and distributed by David J. Schlegel
- Public version located here:
<http://spectro.Princeton.EDU/tarballs/>
- Alternate version: <http://www.ucolick.org/~xavier/IDL/djs.tar.gz>
- Installing...
 - (a) Copy the package into \$HOMEIDL_DIR
 - (b) Unpack the distribution (my version unpacks into djs/)
 - (c) > cd idlutils/
 - (d) Clean the directories
> bin/evilmake clean
 - (e) Run the make file (this should detect your operating system):
> bin/evilmake

III. idlspec2d IDL package

- Built and distributed by David J. Schlegel + Scott Burles
- Public version located here: <http://spectro.Princeton.EDU/tarballs/>
- Alternate version: <http://www.ucolick.org/~xavier/IDL/idlspec2d.tar.gz>
- Installing...
 - (a) Copy the package into \$HOMEIDL_DIR
 - (b) Unpack the distribution (my version unpacks into idlspec2d/)
 - (c) > cd idlspec2d/
 - (d) Create an environment variable IDLSPEC2D_DIR
> setenv IDLSPEC2D_DIR ~/idl/idlutils/idlspec2d
 - (e) Clean the directories (use the evilmake from IDLUTILS)
> ~/idl/idlutils/bin/evilmake clean
 - (f) Run the make file (this should detect your operating system):
> ~/idl/idlutils/bin/evilmake

IV. xidl IDL package

- Built and distributed by Jason X. Prochaska
- Public version located here: <http://www.ucolick.org/~xavier/IDL/xidl.tar.gz>
- Installing...
 - (a) Copy the package into \$HOMEIDL_DIR
 - (b) Unpack the distribution (unpacks into xidl/)
 - (c) > cd xidl/
 - (d) Create an environment variable XIDL
> setenv XIDL ~/idl/idlutils/xidl
 - (e) Clean the directories
> bin/evilmake clean
 - (f) Run the make file (this should detect your operating system):
> bin/evilmake