## NAME

clisp − ANSI Common Lisp compiler, interpreter and debugger.

## SYNOPSIS

**clisp** [[−**h**] [−−**help**]] [−−**version**] [−−**license**] [−**B** *lisp-lib-dir*] [−**K** *linking-set*]
[−**M** *mem-file*] [−**m** *mem-size*] [−**L** *language*] [−**N** *locale-dir*] [−**E***domain encoding*] [[−**q**]
[−−**quiet**] [−−**silent**] [−**v**] [−−**verbose**]] [−**on−error** *action*] [−**repl**] [−**w**] [−**I**] [[−**ansi**]
[−**traditional**]] [−**modern**] [−**p** *package*] [−**C**] [−**norc**] [−**i** *init-file...*]
[−**c** [−**l**] *lisp-file* [−**o** *output-file*]...] [−**x** *expressions...*] [*lisp-file* [*argument...*]]

## DESCRIPTION

Invokes the [1]**Common Lisp** interpreter and compiler. When called without arguments, executes the [2]*read-eval-print loop*, in which expressions are in turn [3]**READ** from the standard input, [4]**EVAL**uated by the lisp interpreter, and their results are [5]**PRINT**ed to the standard output. Invoked with −**c**, compiles the specified lisp files to a platform−independent bytecode which can be executed more efficiently.

## OPTIONS

−**h**, −−**help**
: Displays a help message on how to invoke [6]**CLISP**.

−−**version**
: Displays the [6]**CLISP** version number, as given by the function [7]**LISP−IMPLEMENTATION−VERSION**, the value of the variable **FEATURES**, as well some other information.

−−**license**
: Displays a summary of the licensing information, the [8]*GNU*[9]*GPL*.

−**B** *lisp-lib-dir*
: Specifies the installation directory. This is the directory containing the linking sets and other data files. This option is normally not necessary, because the installation directory is already built−in into the **clisp** executable. Directory *lisp-lib-dir* can be changed dynamically using the [10]*SYMBOL-MACRO*LIB-DIRECTORY**.

−**K** *linking-set*
: Specifies the linking set to be run. This is a directory (relative to the *lisp-lib-dir*) containing at least a main executable (runtime) and an initial memory image. Possible values are

  **base** the core [6]**CLISP**

  **full** core plus all the modules with which this installation was built, see Section 31.2, “External Modules”.

  The default is **base**.

−**M** *mem-file*
: Specifies the initial memory image. This must be a memory dump produced by the **EXT:SAVEINITMEM** function by this **clisp**runtime. It may have been compressed using [8]*GNU*[11]**gzip**.

−**m** *mem-size*
: Sets the amount of memory [6]**CLISP** tries to grab on startup. The amount may be given as

  *nnnnnnn*
  : measured in bytes

  *nnnn***K**, *nnnn***KB**
  : measured in kilobytes

*n*__M__, *n*__MB__
measured in megabytes

The default is 2 megabytes. The argument is constrained above 100 KB.

This version of [6]**CLISP** is not likely to actually use the entire *mem-size* since garbage collection will periodically reduce the amount of used memory. It is therefore common to specify 10 MB even if only 2 MB are going to be used.

−**L** *language*
Specifies the language [6]**CLISP** uses to communicate with the user. This may be one of **english**, **german**, **french**, **spanish**, **dutch**, **russian**, **danish**. Other languages may be specified through the [12]*environment variable***LANG**, provided the corresponding message catalog is installed. The language may be changed dynamically using the [10]*SYMBOL-MACROCUSTOM:*CURRENT-LANGUAGE**.

−**N** *locale-dir*
Specifies the base directory of locale files. [6]**CLISP** will search its message catalogs in *locale-dir/language/LC_MESSAGES/clisp.mo*. This directory may be changed dynamically using the [10]*SYMBOL-MACROCUSTOM:*CURRENT-LANGUAGE**.

−**E***domain encoding*
Specifies the encoding used for the given domain, overriding the default which depends on the [12]*environment variable*s **LC_ALL**, **LC_CTYPE**, **LANG**. *domain* can be

**file** affecting *CUSTOM:*DEFAULT-FILE-ENCODING**

**pathname**
affecting *CUSTOM:*PATHNAME-ENCODING**

**terminal**
affecting *CUSTOM:*TERMINAL-ENCODING**

**foreign**
affecting *CUSTOM:*FOREIGN-ENCODING**

**misc** affecting *CUSTOM:*MISC-ENCODING**

*blank* affecting all of the above.

**Warning**
Note that these values cannot be saved in a memory image. You have to use the RC file or init function to set them on startup.

−**q**, −−**quiet**, −−**silent**, −**v**, −−**verbose**
Change verbosity level: by default, [6]**CLISP** displays a banner at startup and a good−bye message when quitting, and initializes [13]**LOAD-VERBOSE** and [14]**COMPILE-VERBOSE** to [15]**T**, and [13]**LOAD-PRINT** and [14]**COMPILE-PRINT** to [16]**NIL**, as per [ANSI CL standard]. The first −**q** removes the banner and the good−bye message, the second sets variables [13]**LOAD-VERBOSE** and [14]**COMPILE-VERBOSE** to [16]**NIL**. −**v** sets variables *CUSTOM:*REPORT-ERROR-PRINT-BACKTRACE**, [13]**LOAD-PRINT** and [14]**COMPILE-PRINT** to [15]**T**. These settings affect the output produced by −**i** and −**c** options. Note that these settings persist into the [2]*read-eval-print loop*. Repeated −**q** and −**v** cancel each other, e.g., −**q** −**q** −**v** −**v** −**v** is equivalent to −**v**.

−**on−error** *action*
Override (or force) the batch mode imposed by −**c**, −**x**, and *lisp-file*, depending on *action*:.RS

appease
: [17]*continuable*[18]*ERROR*s are turned into [19]*WARNING*s (with **EXT:APPEASE−CERRORS**) other [18]*ERROR*s are handled in the default way

debug
: [18]*ERROR*s [20]**INVOKE−DEBUGGER** (the normal [2]*read-eval-print loop* behavior)

abort
: [17]*continuable*[18]*ERROR*s are appeased, other [18]*ERROR*s are [21]**ABORT**ed with **EXT:ABORT−ON−ERROR**

exit
: [17]*continuable*[18]*ERROR*s are appeased, other [18]*ERROR*s terminate [6]**CLISP** with **EXT:EXIT−ON−ERROR**

  See also **EXT:SET−GLOBAL−HANDLER**.

**−repl**
: Start an interactive [2]*read-eval-print loop* after processing the **−c**, **−x**, and *lisp-file* options and on any [18]*ERROR*[22]**SIGNAL**ed during that processing.

**−w**
: Wait for a keypress after program termination.

**−I**
: Be [23]*ILISP*−friendly. [23]*ILISP* is an alternative [24]*Emacs* interface to [1]**Common Lisp** systems. With this option, [6]**CLISP** interacts in a way that [23]*ILISP* can deal with. Currently the only effect of this is that unnecessary prompts are not suppressed. Furthermore, the [8]*GNU*[25]*readline* library treats Tab as a normal self−inserting character, so you should always use this option when you invoke [6]**CLISP** from [24]*Emacs*.

**−ansi**
: Comply with the [ANSI CL standard] specification even where [6]**CLISP** has been traditionally different. It sets the [10]*SYMBOL-MACROCUSTOM:*ANSI** to [15]**T**.

**−traditional**
: Traditional: reverses the residual effects of **−ansi** in the saved memory image.

**−modern**
: Provides a modern view of symbols: at startup the [26]**PACKAGE** variable will be set to the "CS−COMMON−LISP−USER" package, and the [27]**PRINT-BASE** will be set to **:DOWNCASE**. This has the effect that symbol lookup is case−sensitive (except for keywords and old−style packages) and that keywords and uninterned symbols are printed with lower−case preferrence.

**−p** *package*
: At startup the value of the variable [26]**PACKAGE** will be set to the package named *package*. The default is the value of [26]**PACKAGE** when the image was saved, normally [28]*"COMMON-LISP-USER"*.

**−C**
: Compile when loading: at startup the value of the variable *CUSTOM:*LOAD-COMPILING** will be set to [15]**T**. Code being [29]**LOAD**ed will then be [30]**COMPILE**d on the fly. This results in slower loading, but faster execution.

**−norc**
: Normally [6]**CLISP** loads the user [31]*"run control" (RC)* file on startup (this happens *after* the **−C** option is processed). The file loaded is *.clisprc.lisp* or *.clisprc.fas* in the home directory [32]**USER−HOMEDIR−PATHNAME**, whichever is newer. This option, **−norc**, prevents loading of the RC file.

**−i** *init-file*
: Specifies initialization files to be [29]**LOAD**ed at startup. These should be lisp files (source or compiled). Several **−i** options can be given; all the specified files will be loaded in order.

**−c** *lisp-file*
: Compiles the specified *lisp-file*s to bytecode (**.fas*). The compiled files can then be [29]**LOAD**ed instead of the sources to gain efficiency.

**−o** *outputfile*
Specifies the output file or directory for the compilation of the last specified *lisp-file*.

**−l** Produce a bytecode [33]**DISASSEMBLE** listing (**.lis*) of the files being compiled. Useful only for debugging. See Section 24.1.1, "Function COMPILE−FILE" for details.

**−x** *expressions*
Executes a series of arbitrary expressions instead of a [2]*read-eval-print loop*. The values of the expressions will be output to [34]**STANDARD-OUTPUT**. Due to the argument processing done by the shell, the *expressions* must be enclosed in double quotes, and double quotes and backslashes must be escaped with backslashes.

*lisp-file* [ *argument ...* ]
Loads and executes a *lisp-file*, as described in Script execution. There will be no [2]*read-eval-print loop*. Before *lisp-file* is loaded, the variable *EXT:*ARGS** will be bound to a list of strings, representing the *argument*s. The first line of *lisp-file* may start with **#!**, thus permitting [6]**CLISP** to be used as a script interpreter. If *lisp-file* is −, the [34]**STANDARD-INPUT** is used instead of a file. If *lisp-file* is the empty string `""` or `"−−"`, the normal [2]*read-eval-print loop* is entered, and the rest of the arguments is still available in *EXT:*ARGS**, for parsing by the init function of the current image. This option must be the last one. No RC file will be executed.

## LANGUAGE REFERENCE

The language implemented is [ANSI CL standard]. The implementation mostly conforms to the ANSI Common Lisp standard.

## USAGE

help get context−sensitive on−line help, see Chapter 25, Environment [CLHS−25].

([35]**APROPOS** *name*)
list the symbols matching to *name*.

(exit), (quit), (bye)
quit[6]**CLISP**.

EOF (Control−D on [36]**UNIX**) leave the current level of the [2]*read-eval-print loop* (see also Section 1.1, "Special Symbols [CLHS−1.4.1.3]").

arrow keys
for editing and viewing the input history, using the [8]*GNU*[25]*readline* library.

Tab key
Context sensitive:

- If you are in the "function position" (in the first symbol after an opening paren or in the first symbol after a [38]*#'*), the completion is limited to the symbols that name functions.
- If you are in the `"`filename position`"` (inside a string after [39]*#P*), the completion is done across file names, [40]*bash*−style.
- If you have not typed anything yet, you will get a help message, as if by the **Help** command.
- If you have not started typing the next symbol (i.e., you are at a whitespace), the current function or macro is [41]**DESCRIBE**d.
- Otherwise, the symbol you are currently typing is completed.

## FILES

**clisp** startup driver (a script or an executable)

*lisp.run*, *lisp.exe*
: main executable (runtime)

*lispinit.mem*
: initial memory image

*config.lisp*
: site−dependent configuration (should have been customized before [6]**CLISP** was built); see Section 30.12, "Customizing CLISP behavior"

**.lisp* lisp source

**.fas* lisp code, compiled by [6]**CLISP**

**.lib* lisp source library information, generated by **COMPILE−FILE**, see Section 24.1.3, "Function REQUIRE".

**.c* C code, compiled from lisp source by [6]**CLISP** (see Section 31.3, "The Foreign Function Call Facility")

For the [6]**CLISP** source files, see Chapter 33, The source files of CLISP.

## ENVIRONMENT

All [12]*environment variable*s that [6]**CLISP** uses are read at most once.

**CLISP_LANGUAGE**
: specifies the language [6]**CLISP** uses to communicate with the user. The legal values are identical to those of the **−L** option which can be used to override this [12]*environment variable*.

**LC_CTYPE**
: specifies the locale which determines the character set in use. The value can be of the form *language* or *language_country* or *language_country.charset*, where *language* is a two−letter ISO 639 language code (lower case), *country* is a two−letter ISO 3166 country code (upper case). *charset* is an optional character set specification, and needs normally not be given because the character set can be inferred from the language and country. This [12]*environment variable* can be overridden with the **−Edomain encoding** option.

**LANG**
: specifies the language [6]**CLISP** uses to communicate with the user, unless it is already specified through the [12]*environment variable***CLISP_LANGUAGE** or the **−L** option. It also specifies the locale determining the character set in use, unless already specified through the [12]*environment variable***LC_CTYPE**. The value may begin with a two−letter ISO 639 language code, for example **en**, **de**, **fr**.

**HOME**, **USER**
: are used for determining the value of the function [32]**USER−HOMEDIR−PATHNAME**.

**SHELL**, **COMSPEC**
: is used to find the interactive command interpreter called by **EXT:SHELL**.

**TERM**
: determines the screen size recognized by the pretty printer.

**ORGANIZATION**
: for [42]**SHORT−SITE−NAME** and [42]**LONG−SITE−NAME** in *config.lisp*.

**CLHSROOT**
: for **clhs−root** in *config.lisp*.

**EDITOR**
: for **editor−name** in *config.lisp*.

**LOGICAL_HOST_***host*_**FROM**, **LOGICAL_HOST_***host*_**TO**, **LOGICAL_HOST_***host*
for *CUSTOM:*LOAD-LOGICAL-PATHNAME-TRANSLATIONS-DATABASE**

## SEE ALSO

CLISP impnotes, [43]**CMU CL** − **cmucl**(1), [24]*Emacs* − **emacs**(1), [44]*XEmacs* − **xemacs**(1).

## BUGS

When you encounter a bug in [6]**CLISP**, please report it to the [6]**CLISP** user mailing list <[45]*clisp-list/at/lists.sourceforge.net*> or the [46]*SourceForge bug tracker*.

*Before* submitting a bug report, please take the following basic steps to make the report more useful:

1. Please do a clean build (remove your build directory and build [6]**CLISP** with **./configure −−build build** or at least do a **make distclean** before **make**).
2. If you are reporting a "hard crash" (segmentation fault, bus error, core dump etc), please do **./configure −−with−debug −−build build−g ; cd build−g; gdb lisp.run**, then load the appropriate linking set by either **base** or **full**[47]**gdb** command, and report the backtrace.
3. If you are using pre−built binaries and experience a hard crash, the problem is likely to be in the incompatibilities between the platform on which the binary was built and yours; please try compiling the sources and report the problem if it persists.

When submitting a bug report, please specify the following information:

1. What is your platform (**uname −a** on a [36]**UNIX** system)? Compiler version? [8]*GNU*[48]*libc* version (on [8]*GNU*/[49]**Linux**)?
2. Where did you get the sources or binaries? When? (Absolute dates are preferred over the relative ones).
3. How did you build [6]**CLISP**? (What command, options &c.)
4. What is the output of **clisp −−version**?
5. Please supply the full output (copy and paste) of all the error messages, as well as detailed instructions on how to reproduce them.

Known bugs, some of which may be platform−dependent, include:

- No on−line documentation beyond [35]**APROPOS** and [41]**DESCRIBE** is available.

## PROJECTS

- Write on−line documentation.
- Enhance the compiler so that it can inline local functions.
- Specify a portable set of window and graphics operations.
- Add Multi−Threading capabilities, via OS threads.

## CLISP AUTHORS

[6]**CLISP** project was started in late 1980−ies by Bruno Haible and Michael Stoll, both in Germany.

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## AUTHOR

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