

# 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