

Connecting SLIME to a remote server

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March 18, 2018

1 Introduction

2 Components

`detachtty`. `detachtty` is a Unix command that lets users run interactive programs in the background – non-interactively. Normally, any running command exits when a user logs out. `detachtty` will run a program in the background, so that continues even when the user exits. Moreover, `detachtty` sets up a pipe so that the user can interactive with the program (see `attachtty` below), and also sets up networking so that one can connect to it by ssh.

1. on the remote server:
 - (a) `detachtty x /usr/bin/sbcl // where x is a file path specifying where detachtty should create a file socket`
 - (b) `attachtty x // connects the user to the sbcl environment created in (1a)`
2. in sbcl, on the remote server:
 - (a) `(ql:quickload :quicklisp) // loads quicklisp into sbcl`
 - (b) `(ql:quickload :swank) // loads swank into sbcl`
 - (c) `(swank:create-server :port 4005 :style :spawn :dont-close t) // starts the swank server, connected to port 4005.`
 - (d) `press ctrl+\ // disconnects attachtty, leaving sbcl running`
3. on the local computer:
 - (a) `ssh -L4005:127.0.0.1:4005 u@a // where a is the address of the remote server, and u is the username on the remote server`
4. in emacs, on the local computer:
 - (a) `alt+x slime-connect`
 - (b) `enter address 127.0.0.1`
 - (c) `enter port: 4005`