

SLIME User Manual

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1 Introduction

SLIME is the “Superior Lisp Interaction Mode for Emacs.”

SLIME extends Emacs with support for interactive programming in Common Lisp. The features are centered around `slime-mode`, an Emacs minor-mode that complements the standard `lisp-mode`. While `lisp-mode` supports editing Lisp source files, `slime-mode` adds support for interacting with a running Common Lisp process for compilation, debugging, documentation lookup, and so on.

The `slime-mode` programming environment follows the example of Emacs’s native Emacs Lisp environment. We have also included good ideas from similar systems (such as ILISP) and some new ideas of our own.

SLIME is constructed from two parts: a user-interface written in Emacs Lisp, and a supporting server program written in Common Lisp. The two sides are connected together with a socket and communicate using an RPC-like protocol.

The Lisp server is primarily written in portable Common Lisp. The required implementation-specific functionality is specified by a well-defined interface and implemented separately for each Lisp implementation. This makes SLIME readily portable.

2 Getting started

This chapter tells you how to get SLIME up and running.

2.1 Supported Platforms

SLIME supports a wide range of operating systems and Lisp implementations. SLIME runs on Unix systems, Mac OSX, and Microsoft Windows. GNU Emacs versions 24 and 23.4 are supported. *XEmacs is not supported anymore.*

The supported Lisp implementations, roughly ordered from the best-supported, are:

- CMU Common Lisp (CMUCL), 19d or newer
- Steel Bank Common Lisp (SBCL), 1.0 or newer
- Clozure Common Lisp (CCL), version 1.3 or newer
- LispWorks, version 4.3 or newer
- Allegro Common Lisp (ACL), version 6 or newer
- CLISP, version 2.35 or newer
- Armed Bear Common Lisp (ABCL)
- Corman Common Lisp, version 2.51 or newer with the patches from <http://www.grumblesmurf.org/lisp/corman-patches>
- Scieneer Common Lisp (SCL), version 1.2.7 or newer
- Embedded Common Lisp (ECL)

Most features work uniformly across implementations, but some are prone to variation. These include the precision of placing compiler-note annotations, XREF support, and fancy debugger commands (like “restart frame”).

2.2 Downloading SLIME

You can choose between using a released version of SLIME or accessing our Git repository directly. You can download the latest released version from our website:

<http://github.com/slime/slime/>

We recommend that users who participate in the `slime-devel` mailing list use the Git version of the code.

2.2.1 Downloading from Git

SLIME is available from the Git repository on github.com. You have the option to use either the very latest code or the tagged `FAIRLY-STABLE` snapshot.

The latest version tends to have more features and fewer bugs than the `FAIRLY-STABLE` version, but it can be unstable during times of major surgery. As a rule-of-thumb recommendation we suggest that if you follow the `slime-devel` mailing list then you’re better off with the latest version (we’ll send a note when it’s undergoing major hacking). If you don’t follow the mailing list you won’t know the status of the latest code, so tracking `FAIRLY-STABLE` or using a released version is the safe option.

If you download from Git then remember to `git pull` occasionally. Improvements are continually being committed, and the `FAIRLY-STABLE` tag is moved forward from time to time.

2.2.2 Git incantations

To download the very latest SLIME you first configure your `GitROOT` and login to the repository.

```
git clone https://github.com/slime/slime.git
```

You might substitute `https` for `http` if you're having problems with that protocol.

If you want to find out what's new since the version you're currently running, you can diff the local `ChangeLog` against the repository version:

```
git fetch origin
git diff HEAD origin/master ChangeLog
```

If you want to hack on SLIME, use Github's *fork* functionality and submit a *pull request*. Be sure to first read the `CONTRIBUTING.md` file first.

2.3 Installation

The easiest way to install and keep SLIME up-to-date is using Emacs's built-in package manager. SLIME is available from the MELPA repository. After setting up the MELPA repository, SLIME can be installed via *M-x package-install RET slime RET*. You should then define your default Lisp in your `.emacs` as follows:

```
(setq inferior-lisp-program "/opt/sbcl/bin/sbcl")
```

At this point, you should be ready to start Section 2.4 [running SLIME], page 3.

This is the minimal configuration with the fewest frills. If the basic setup is working, you can try additional modules (Section 8.1 [Loading Contribs], page 31).

2.3.1 Installing from Git

If you'd rather install SLIME directly from its git repository, you will need to add a few extra lines in your `.emacs`:

```
;; Setup load-path, autoloads and your lisp system
;; Not needed if you install SLIME via MELPA
(add-to-list 'load-path "~/dir/to/cloned/slime")
(require 'slime-autoloads)
(setq inferior-lisp-program "/opt/sbcl/bin/sbcl")
```

You may optionally byte-compile SLIME using `make compile contrib-compile`.

2.4 Running SLIME

SLIME is started with the Emacs command *M-x slime*. This uses the `inferior-lisp` package to start a Lisp process, loads and starts the Lisp-side server (known as “Swank”), and establishes a socket connection between Emacs and Lisp. Finally a REPL buffer is created where you can enter Lisp expressions for evaluation.

At this point SLIME is up and running and you can start exploring.

2.5 Setup Tuning

This section explains ways to perform basic extensions to SLIME, and how to configure SLIME for multiple Lisp systems and how to reduce SLIME's startup time.

Please proceed with this section only if your basic setup works. If you are happy with the basic setup, skip this section.

For contrib modules see Section 8.1 [Loading Contribs], page 31.

2.5.1 Basic customization

Once you have the basic no-frills setup working, you can enhance your SLIME installation with bundled extensions:

```
;; Setup load-path, autoloads and your lisp system
(add-to-list 'load-path "~/dir/to/cloned/slime")
(require 'slime-autoloads)
;; Also setup the slime-fancy contrib
(add-to-list 'slime-contribs 'slime-fancy)
```

See see Section 8.1 [Loading Contribs], page 31, for more information on SLIME's contrib system.

To customize a particular binding in one of SLIME's keymaps, you can add one of the following to your init file:

```
(add-hook 'slime-load-hook
  (lambda ()
    (define-key slime-prefix-map (kbd "M-h") 'slime-documentation-lookup)))■
```

The former technique works only for SLIME's core keymaps, not it's contribs'. For those you can use the latter form which works for any Emacs library. See also see Chapter 6 [Customization], page 24, for more advanced configuration options.

2.5.2 Multiple Lisps

By default, the command *M-x slime* starts the program specified with `inferior-lisp-program`. If you invoke *M-x slime* with a prefix argument, Emacs prompts for the program which should be started instead. If you need that frequently or if the command involves long filenames it's more convenient to set the `slime-lisp-implementations` variable in your `.emacs`. For example here we define two programs:

```
(setq slime-lisp-implementations
  '((cmucl ("cmucl" "-quiet"))
    (sbcl ("/opt/sbcl/bin/sbcl") :coding-system utf-8-unix)))
```

This variable holds a list of programs and if you invoke SLIME with a negative prefix argument, *M-- M-x slime*, you can select a program from that list. When called without a prefix, either the name specified in `slime-default-lisp`, or the first item of the list will be used. The elements of the list should look like

```
(NAME (PROGRAM PROGRAM-ARGS...) &key CODING-SYSTEM INIT INIT-FUNCTION ENV)■
```

NAME is a symbol and is used to identify the program.

PROGRAM is the filename of the program. Note that the filename can contain spaces.

PROGRAM-ARGS

is a list of command line arguments.

CODING-SYSTEM

the coding system for the connection. (see [slime-net-coding-system], page 24)x

INIT

should be a function which takes two arguments: a filename and a character encoding. The function should return a Lisp expression as a string which instructs Lisp to start the Swank server and to write the port number to the file. At startup, SLIME starts the Lisp process and sends the result of this function to Lisp's standard input. As default, `slime-init-command` is used. An example is shown in [Loading Swank faster], page 5.

INIT-FUNCTION

should be a function which takes no arguments. It is called after the connection is established. (See also [slime-connected-hook], page 24.)

ENV

specifies a list of environment variables for the subprocess. E.g.

```
(sbcl-cvs ("/home/me/sbcl-cvs/src/runtime/sbcl"
          "--core" "/home/me/sbcl-cvs/output/sbcl.core")
          :env ("SBCL_HOME=/home/me/sbcl-cvs/contrib/"))
```

initializes `SBCL_HOME` in the subprocess.

2.5.3 Loading Swank faster

For SBCL, we recommend that you create a custom core file with socket support and POSIX bindings included because those modules take the most time to load. To create such a core, execute the following steps:

```
shell$ sbcl
* (mapc 'require '(sb-bsd-sockets sb-posix sb-introspect sb-cltl2 asdf))
* (save-lisp-and-die "sbcl.core-for-slime")
```

After that, add something like this to your `.emacs`:

```
(setq slime-lisp-implementations
      '((sbcl ("sbcl" "--core" "sbcl.core-for-slime"))))
```

For maximum startup speed you can include the Swank server directly in a core file. The disadvantage of this approach is that the setup is a bit more involved and that you need to create a new core file when you want to update SLIME or SBCL. The steps to execute are:

```
shell$ sbcl
* (load ".../slime/swank-loader.lisp")
* (swank-loader:dump-image "sbcl.core-with-swank")
```

Then add this to your `.emacs`:

```
(setq slime-lisp-implementations
      '((sbcl ("sbcl" "--core" "sbcl.core-with-swank")
              :init (lambda (port-file _)
                      (format "(swank:start-server %S)\n" port-file))))))
```

Similar setups should also work for other Lisp implementations.

3 Using Slime mode

SLIME’s commands are provided via `slime-mode`, a minor-mode used in conjunction with Emacs’s `lisp-mode`. This chapter describes the `slime-mode` and its relatives.

3.1 User-interface conventions

To use SLIME comfortably it is important to understand a few “global” user-interface characteristics. The most important principles are described in this section.

3.1.1 Temporary buffers

Some SLIME commands create temporary buffers to display their results. Although these buffers usually have their own special-purpose major-modes, certain conventions are observed throughout.

Temporary buffers can be dismissed by pressing `q`. This kills the buffer and restores the window configuration as it was before the buffer was displayed. Temporary buffers can also be killed with the usual commands like `kill-buffer`, in which case the previous window configuration won’t be restored.

Pressing `RET` is supposed to “do the most obvious useful thing.” For instance, in an apropos buffer this prints a full description of the symbol at point, and in an XREF buffer it displays the source code for the reference at point. This convention is inherited from Emacs’s own buffers for apropos listings, compilation results, etc.

Temporary buffers containing Lisp symbols use `slime-mode` in addition to any special mode of their own. This makes the usual SLIME commands available for describing symbols, looking up function definitions, and so on.

Initial focus of those “description” buffers depends on the variable `slime-description-autofocus`. If `nil` (the default), description buffers do not receive focus automatically, and vice versa.

3.1.2 `*inferior-lisp*` buffer

SLIME internally uses the `comint` package to start Lisp processes. This has a few user-visible consequences, some good and some not-so-terribly. To avoid confusion it is useful to understand the interactions.

The buffer `*inferior-lisp*` contains the Lisp process’s own top-level. This direct access to Lisp is useful for troubleshooting, and some degree of SLIME integration is available using the `inferior-slime-mode`. Many people load the better integrated SLIME REPL contrib module (see Section 8.2 [REPL], page 31) and ignore the `*inferior-lisp*` buffer. (see Section 8.1 [Loading Contribs], page 31, for information on how to enable the REPL.)

3.1.3 Multithreading

If the Lisp system supports multithreading, SLIME spawns a new thread for each request, e.g., `C-x C-e` creates a new thread to evaluate the expression. An exception to this rule are requests from the REPL: all commands entered in the REPL buffer are evaluated in a dedicated REPL thread.

Some complications arise with multithreading and special variables. Non-global special bindings are thread-local, e.g., changing the value of a let bound special variable in

one thread has no effect on the binding of the variables with the same name in other threads. This makes it sometimes difficult to change the printer or reader behaviour for new threads. The variable `swank:*default-worker-thread-bindings*` was introduced for such situations: instead of modifying the global value of a variable, add a binding the `swank:*default-worker-thread-bindings*`. E.g., with the following code, new threads will read floating point values as doubles by default:

```
(push '(*read-default-float-format* . double-float)
      swank:*default-worker-thread-bindings*).
```

3.1.4 Key bindings

In general we try to make our key bindings fit with the overall Emacs style. We also have the following somewhat unusual convention of our own: when entering a three-key sequence, the final key can be pressed either with control or unmodified. For example, the `slime-describe-symbol` command is bound to `C-c C-d d`, but it also works to type `C-c C-d C-d`. We're simply binding both key sequences because some people like to hold control for all three keys and others don't, and with the two-key prefix we're not afraid of running out of keys.

There is one exception to this rule, just to trip you up. We never bind `C-h` anywhere in a key sequence, so `C-c C-d C-h` doesn't do the same thing as `C-c C-d h`. This is because Emacs has a built-in default so that typing a prefix followed by `C-h` will display all bindings starting with that prefix, so `C-c C-d C-h` will actually list the bindings for all documentation commands. This feature is just a bit too useful to clobber!

“Are you deliberately spiting Emacs’s brilliant online help facilities? The gods will be angry!”

This is a brilliant piece of advice. The Emacs online help facilities are your most immediate, up-to-date and complete resource for keybinding information. They are your friends:

C-h k	<key>	describe-key “What does this key do?” Describes current function bound to <key> for focus buffer.
C-h b		describe-bindings “Exactly what bindings are available?” Lists the current key-bindings for the focus buffer.
C-h m		describe-mode “Tell me all about this mode” Shows all the available major mode keys, then the minor mode keys, for the modes of the focus buffer.
C-h l		view-lossage “Woah, what key chord did I just do?” Shows you the literal sequence of keys you’ve pressed in order.

Note: In this documentation the designation `C-h` is a *canonical key* which might actually mean Ctrl-h, or F1, or whatever you have `help-command` bound to in your `.emacs`. Here is a common situation:

```
(global-set-key [f1] 'help-command)
(global-set-key "\C-h" 'delete-backward-char)
```

In this situation everywhere you see `C-h` in the documentation you would substitute `F1`.

You can assign or change default key bindings globally using the `global-set-key` function in your `~/.emacs` file like this:

```
(global-set-key "\C-c s" 'slime-selector)
```

which binds `C-c s` to the function `slime-selector`.

Alternatively, if you want to assign or change a key binding in just a particular slime mode, you can use the `define-key` function in your `~/.emacs` file like this:

```
(define-key slime-repl-mode-map (kbd "C-c ;")
  'slime-insert-balanced-comments)
```

which binds `C-c ;` to the function `slime-insert-balanced-comments` in the REPL buffer.

3.2 Evaluation commands

These commands each evaluate a Common Lisp expression in a different way. Usually they mimic commands for evaluating Emacs Lisp code. By default they show their results in the echo area, but a prefix argument causes the results to be inserted in the current buffer.

C-x C-e

M-x slime-eval-last-expression

Evaluate the expression before point and show the result in the echo area.

C-M-x

M-x slime-eval-defun

Evaluate the current toplevel form and show the result in the echo area. ‘C-M-x’ treats ‘defvar’ expressions specially. Normally, evaluating a ‘defvar’ expression does nothing if the variable it defines already has a value. But ‘C-M-x’ unconditionally resets the variable to the initial value specified in the ‘defvar’ expression. This special feature is convenient for debugging Lisp programs.

If `C-M-x` or `C-x C-e` is given a numeric argument, it inserts the value into the current buffer, rather than displaying it in the echo area.

C-c :

M-x slime-interactive-eval

Evaluate an expression read from the minibuffer.

C-c C-r

M-x slime-eval-region

Evaluate the region.

C-c C-p

M-x slime-pprint-eval-last-expression

Evaluate the expression before point and pretty-print the result in a fresh buffer.

C-c E

M-x slime-edit-value

Edit the value of a setf-able form in a new buffer `*Edit <form>*`. The value is inserted into a temporary buffer for editing and then set in Lisp when committed with `C-c C-c`.

C-x M-e

M-x slime-eval-last-expression-display-output

Display the output buffer and evaluate the expression preceding point. This is useful if the expression writes something to the output stream.

C-c C-u

M-x slime-undefine-function

Undefine the function, with `fmakunbound`, for the symbol at point.

3.3 Compilation commands

SLIME has fancy commands for compiling functions, files, and packages. The fancy part is that notes and warnings offered by the Lisp compiler are intercepted and annotated directly onto the corresponding expressions in the Lisp source buffer. (Give it a try to see what this means.)

C-c C-c

M-x slime-compile-defun

Compile the top-level form at point. The region blinks shortly to give some feedback which part was chosen.

With (positive) prefix argument the form is compiled with maximal debug settings (*C-u C-c C-c*). With negative prefix argument it is compiled for speed (*M-- C-c C-c*). If a numeric argument is passed set debug or speed settings to it depending on its sign.

The code for the region is executed after compilation. In principle, the command writes the region to a file, compiles that file, and loads the resulting code.

C-c C-k

M-x slime-compile-and-load-file

Compile and load the current buffer's source file. If the compilation step fails, the file is not loaded. It's not always easy to tell whether the compilation failed: occasionally you may end up in the debugger during the load step.

With (positive) prefix argument the file is compiled with maximal debug settings (*C-u C-c C-k*). With negative prefix argument it is compiled for speed (*M-- C-c C-k*). If a numeric argument is passed set debug or speed settings to it depending on its sign.

C-c M-k

M-x slime-compile-file

Compile (but don't load) the current buffer's source file.

C-c C-l

M-x slime-load-file

Load a Lisp file. This command uses the Common Lisp `LOAD` function.

M-x slime-compile-region

Compile the selected region.

The annotations are indicated as underlining on source forms. The compiler message associated with an annotation can be read either by placing the mouse over the text or with the selection commands below.

M-n

M-x slime-next-note

Move the point to the next compiler note and displays the note.

M-p

M-x slime-previous-note

Move the point to the previous compiler note and displays the note.

C-c M-c

M-x slime-remove-notes

Remove all annotations from the buffer.

C-x `

M-x next-error

Visit the next-error message. This is not actually a SLIME command but SLIME creates a hidden buffer so that most of the Compilation mode commands (See Info file `emacs`, node ‘Compilation Mode’) work similarly for Lisp as for batch compilers.

3.4 Completion commands

Completion commands are used to complete a symbol or form based on what is already present at point. Classical completion assumes an exact prefix and gives choices only where branches may occur. Fuzzy completion tries harder.

M-TAB

M-x slime-complete-symbol

Complete the symbol at point. Note that three styles of completion are available in SLIME; the default is similar to normal Emacs completion (see [slime-completion-at-point-functions], page 24).

3.5 Finding definitions (“Meta-Point” commands).

The familiar *M-.* command is provided. For generic functions this command finds all methods, and with some systems it does other fancy things (like tracing structure accessors to their DEFSTRUCT definition).

M-.

M-x slime-edit-definition

Go to the definition of the symbol at point.

M-,

*M-**

M-x slime-pop-find-definition-stack

Go back to the point where *M-.* was invoked. This gives multi-level backtracking when *M-.* has been used several times.

C-x 4 .

M-x slime-edit-definition-other-window

Like *slime-edit-definition* but switches to the other window to edit the definition in.

C-x 5 .

M-x slime-edit-definition-other-frame

Like `slime-edit-definition` but opens another frame to edit the definition in.

M-x slime-edit-definition-with-etags

Use an ETAGS table to find definition at point.

3.6 Documentation commands

SLIME's online documentation commands follow the example of Emacs Lisp. The commands all share the common prefix **C-c C-d** and allow the final key to be modified or unmodified (see Section 3.1.4 [Key bindings], page 7.)

SPC

M-x slime-space

The space key inserts a space, but also looks up and displays the argument list for the function at point, if there is one.

C-c C-d d

M-x slime-describe-symbol

Describe the symbol at point.

C-c C-d f

M-x slime-describe-function

Describe the function at point.

C-c C-d A

M-x slime-apropos

Perform an apropos search on Lisp symbol names for a regular expression match and display their documentation strings. By default the external symbols of all packages are searched. With a prefix argument you can choose a specific package and whether to include unexported symbols.

C-c C-d z

M-x slime-apropos-all

Like `slime-apropos` but also includes internal symbols by default.

C-c C-d p

M-x slime-apropos-package

Show apropos results of all symbols in a package. This command is for browsing a package at a high-level. With package-name completion it also serves as a rudimentary Smalltalk-ish image-browser.

C-c C-d h

M-x slime-hyperspec-lookup

Lookup the symbol at point in the *Common Lisp Hyperspec*. This uses the familiar `hyperspec.el` to show the appropriate section in a web browser. The Hyperspec is found either on the Web or in `common-lisp-hyperspec-root`, and the browser is selected by `browse-url-browser-function`.

Note: this is one case where **C-c C-d h** is *not* the same as **C-c C-d C-h**.

C-c C-d ~

M-x hyperspec-lookup-format

Lookup a *format character* in the *Common Lisp Hyperspec*.

C-c C-d #

M-x hyperspec-lookup-reader-macro

Lookup a *reader macro* in the *Common Lisp Hyperspec*.

3.7 Cross-reference commands

SLIME’s cross-reference commands are based on the support provided by the Lisp system, which varies widely between Lisps. For systems with no built-in XREF support SLIME queries a portable XREF package, which is taken from the *CMU AI Repository* and bundled with SLIME.

Each command operates on the symbol at point, or prompts if there is none. With a prefix argument they always prompt. You can either enter the key bindings as shown here or with the control modified on the last key, See Section 3.1.4 [Key bindings], page 7.

C-c C-w c

M-x slime-who-calls

Show function callers.

C-c C-w w

M-x slime-calls-who

Show all known callees.

C-c C-w r

M-x slime-who-references

Show references to global variable.

C-c C-w b

M-x slime-who-binds

Show bindings of a global variable.

C-c C-w s

M-x slime-who-sets

Show assignments to a global variable.

C-c C-w m

M-x slime-who-macroexpands

Show expansions of a macro.

M-x slime-who-specializes

Show all known methods specialized on a class.

There are also “List callers/callees” commands. These operate by rummaging through function objects on the heap at a low-level to discover the call graph. They are only available with some Lisp systems, and are most useful as a fallback when precise XREF information is unavailable.

C-c <

M-x slime-list-callers

List callers of a function.

C-c >

M-x slime-list-callees

List callees of a function.

3.7.1 Xref buffer commands

Commands available in Xref buffers

RET

M-x slime-show-xref

Show definition at point in the other window. Do not leave Xref buffer.

Space

M-x slime-goto-xref

Show definition at point in the other window and close Xref buffer.

C-c C-c

M-x slime-recompile-xref

Recompile definition at point.

C-c C-c

M-x slime-recompile-all-xrefs

Recompile all definitions.

3.8 Macro-expansion commands

C-c C-m

M-x slime-expand-1

Macroexpand (or compiler-macroexpand) the expression starting at point once. If invoked with a prefix argument use macroexpand instead or macroexpand-1 (or compiler-macroexpand instead of compiler-macroexpand-1).

M-x slime-macroexpand-1

Macroexpand the expression starting at point once. If invoked with a prefix argument, use macroexpand instead of macroexpand-1.

C-c M-m

M-x slime-macroexpand-all

Fully macroexpand the expression starting at point.

M-x slime-compiler-macroexpand-1

Display the compiler-macro expansion of sexp starting at point.

M-x slime-compiler-macroexpand

Repeatedly expand compiler macros of sexp starting at point.

For additional minor-mode commands and discussion, see Section 5.2 [slime-macroexpansion-minor-mode], page 21.

3.9 Disassembly commands

C-c M-d

M-x slime-disassemble-symbol

Disassemble the function definition of the symbol at point.

C-c C-t

M-x slime-toggle-trace-fdefinition

Toggle tracing of the function at point. If invoked with a prefix argument, read additional information, like which particular method should be traced.

M-x slime-untrace-all

Untrace all functions.

3.10 Abort/Recovery commands

C-c C-b

M-x slime-interrupt

Interrupt Lisp (send SIGINT).

M-x slime-restart-inferior-lisp

Restart the `inferior-lisp` process.

C-c ~

M-x slime-sync-package-and-default-directory

Synchronize the current package and working directory from Emacs to Lisp.

C-c M-p

M-x slime-repl-set-package

Set the current package of the REPL.

M-x slime-cd

Set the current directory of the Lisp process. This also changes the current directory of the REPL buffer.

M-x slime-pwd

Print the current directory of the Lisp process.

3.11 Inspector commands

The SLIME inspector is a Emacs-based alternative to the standard `INSPECT` function. The inspector presents objects in Emacs buffers using a combination of plain text, hyperlinks to related objects.

The inspector can easily be specialized for the objects in your own programs. For details see the `inspect-for-emacs` generic function in `swank/backend.lisp`.

C-c I

M-x slime-inspect

Inspect the value of an expression entered in the minibuffer.

The standard commands available in the inspector are:

RET

M-x slime-inspector-operate-on-point

If point is on a value then recursively call the inspector on that value. If point is on an action then call that action.

d

M-x slime-inspector-describe

Describe the slot at point.

e
M-x slime-inspector-eval
 Evaluate an expression in the context of the inspected object.

v
M-x slime-inspector-toggle-verbose
 Toggle between verbose and terse mode. Default is determined by ‘swank:*inspector-verbose*’.

l
M-x slime-inspector-pop
 Go back to the previous object (return from *RET*).

n
M-x slime-inspector-next
 The inverse of *l*. Also bound to *SPC*.

g
M-x slime-inspector-reinspect
 Reinspect.

q
M-x slime-inspector-quit
 Dismiss the inspector buffer.

p
M-x slime-inspector-pprint
 Pretty print in another buffer object at point.

.
M-x slime-inspector-show-source
 Find source of object at point.

>
M-x slime-inspector-fetch-all
 Fetch all inspector contents and go to the end.

M-RET
M-x slime-inspector-copy-down
 Store the value under point in the variable ‘*’. This can then be used to access the object in the REPL.

TAB, M-x slime-inspector-next-inspectable-object
S-TAB, M-x slime-inspector-previous-inspectable-object
 Jump to the next and previous inspectable object respectively.

3.12 Profiling commands

The profiling commands are based on CMUCL’s profiler. These are simple wrappers around functions which usually print something to the output buffer.

M-x slime-toggle-profile-fdefinition
 Toggle profiling of a function.

M-x slime-profile-package
 Profile all functions in a package.

M-x slime-profile-by-substring
 Profile all functions which names contain a substring.

M-x slime-unprofile-all
 Unprofile all functions.

M-x slime-profile-report
 Report profiler data.

M-x slime-profile-reset
 Reset profiler data.

M-x slime-profiled-functions
 Show list of currently profiled functions.

3.13 Shadowed Commands

C-c C-a, M-x slime-nop
C-c C-v, M-x slime-nop
 This key-binding is shadowed from inf-lisp.

3.14 Semantic indentation

SLIME automatically discovers how to indent the macros in your Lisp system. To do this the Lisp side scans all the macros in the system and reports to Emacs all the ones with `&body` arguments. Emacs then indents these specially, putting the first arguments four spaces in and the “body” arguments just two spaces, as usual.

This should “just work.” If you are a lucky sort of person you needn’t read the rest of this section.

To simplify the implementation, SLIME doesn’t distinguish between macros with the same symbol-name but different packages. This makes it fit nicely with Emacs’s indentation code. However, if you do have several macros with the same symbol-name then they will all be indented the same way, arbitrarily using the style from one of their arglists. You can find out which symbols are involved in collisions with:

`(swank:print-indentation-lossage)`

If a collision causes you irritation, don’t have a nervous breakdown, just override the Elisp symbol’s `common-lisp-indent-function` property to your taste. SLIME won’t override your custom settings, it just tries to give you good defaults.

A more subtle issue is that imperfect caching is used for the sake of performance.¹

In an ideal world, Lisp would automatically scan every symbol for indentation changes after each command from Emacs. However, this is too expensive to do every time. Instead Lisp usually just scans the symbols whose home package matches the one used by the Emacs buffer where the request comes from. That is sufficient to pick up the indentation of most interactively-defined macros. To catch the rest we make a full scan of every symbol each

¹ *Of course* we made sure it was actually too slow before making the ugly optimization.

time a new Lisp package is created between commands – that takes care of things like new systems being loaded.

You can use *M-x slime-update-indentation* to force all symbols to be scanned for indentation information.

3.15 Reader conditional fontification

SLIME automatically evaluates reader-conditional expressions, like `#+linux`, in source buffers and “grays out” code that will be skipped for the current Lisp connection.

4 SLDB: the SLIME debugger

SLIME has a custom Emacs-based debugger called SLDB. Conditions signalled in the Lisp system invoke SLDB in Emacs by way of the Lisp `*DEBUGGER-HOOK*`.

SLDB pops up a buffer when a condition is signalled. The buffer displays a description of the condition, a list of restarts, and a backtrace. Commands are offered for invoking restarts, examining the backtrace, and poking around in stack frames.

4.1 Examining frames

Commands for examining the stack frame at point.

t

M-x sldb-toggle-details

Toggle display of local variables and `CATCH` tags.

v

M-x sldb-show-source

View the frame's current source expression. The expression is presented in the Lisp source file's buffer.

e

M-x sldb-eval-in-frame

Evaluate an expression in the frame. The expression can refer to the available local variables in the frame.

d

M-x sldb-pprint-eval-in-frame

Evaluate an expression in the frame and pretty-print the result in a temporary buffer.

D

M-x sldb-disassemble

Disassemble the frame's function. Includes information such as the instruction pointer within the frame.

i

M-x sldb-inspect-in-frame

Inspect the result of evaluating an expression in the frame.

C-c C-c

M-x sldb-recompile-frame-source

Recompile frame. *C-u C-c C-c* for recompiling with maximum debug settings.

4.2 Invoking restarts

a

M-x sldb-abort

Invoke the `ABORT` restart.

*q**M-x sldb-quit*

“Quit” – For SLIME evaluation requests, invoke a restart which restores to a known program state. For errors in other threads, see [*SLDB-QUIT-RESTART*], page 26.

*c**M-x sldb-continue*

Invoke the CONTINUE restart.

0 ... 9 Invoke a restart by number.

Restarts can also be invoked by pressing *RET* or *Mouse-2* on them in the buffer.

4.3 Navigating between frames

*n, M-x sldb-down**p, M-x sldb-up*

Move between frames.

*M-n, M-x sldb-details-down**M-p, M-x sldb-details-up*

Move between frames “with sugar”: hide the details of the original frame and display the details and source code of the next. Sugared motion makes you see the details and source code for the current frame only.

*>**M-x sldb-end-of-backtrace*

Fetch the entire backtrace and go to the last frame.

*<**M-x sldb-beginning-of-backtrace*

Goto the first frame.

4.4 Stepping

Stepping is not available in all implementations and works very differently in those in which it is available.

*s**M-x sldb-step*

Step to the next expression in the frame. For CMUCL that means, set a breakpoint at all those code locations in the current code block which are reachable from the current code location.

*x**M-x sldb-next*

Step to the next form in the current function.

*o**M-x sldb-out*

Stop single-stepping temporarily, but resume it once the current function returns.

4.5 Miscellaneous Commands

r

M-x sldb-restart-frame

Restart execution of the frame with the same arguments it was originally called with. (This command is not available in all implementations.)

R

M-x sldb-return-from-frame

Return from the frame with a value entered in the minibuffer. (This command is not available in all implementations.)

B

M-x sldb-break-with-default-debugger

Exit SLDB and debug the condition using the Lisp system's default debugger.

C

M-x sldb-inspect-condition

Inspect the condition currently being debugged.

:

M-x slime-interactive-eval

Evaluate an expression entered in the minibuffer.

A

M-x sldb-break-with-system-debugger

Attach debugger (e.g. gdb) to the current lisp process.

5 Misc

5.1 slime-selector

The `slime-selector` command is for quickly switching to important buffers: the REPL, SLDB, the Lisp source you were just hacking, etc. Once invoked the command prompts for a single letter to specify which buffer it should display. Here are some of the options:

<code>?</code>	A help buffer listing all <code>slime-selectors</code> 's available buffers.
<code>r</code>	The REPL buffer for the current SLIME connection.
<code>d</code>	The most recently activated SLDB buffer for the current connection.
<code>l</code>	The most recently visited <code>lisp-mode</code> source buffer.
<code>s</code>	The <code>*slime-scratch*</code> buffer (see [slime-scratch], page 43).
<code>c</code>	SLIME connections buffer (see Section 5.3 [Multiple connections], page 22).
<code>n</code>	Cycle to the next Lisp connection (see Section 5.3 [Multiple connections], page 22).
<code>t</code>	SLIME threads buffer (see Section 5.3 [Multiple connections], page 22).

`slime-selector` doesn't have a key binding by default but we suggest that you assign it a global one. You can bind it to `C-c s` like this:

```
(global-set-key "\C-cs" 'slime-selector)
```

And then you can switch to the REPL from anywhere with `C-c s r`.

The macro `def-slime-selector-method` can be used to define new buffers for `slime-selector` to find.

5.2 slime-macroexpansion-minor-mode

Within a slime macroexpansion buffer some extra commands are provided (these commands are always available but are only bound to keys in a macroexpansion buffer).

`C-c C-m`

`M-x slime-macroexpand-1-inplace`

Just like `slime-macroexpand-1` but the original form is replaced with the expansion.

`g`

`M-x slime-macroexpand-1-inplace`

The last macroexpansion is performed again, the current contents of the macroexpansion buffer are replaced with the new expansion.

`q`

`M-x slime-temp-buffer-quit`

Close the expansion buffer.

`C-_`

`M-x slime-macroexpand-undo`

Undo last macroexpansion operation.

5.3 Multiple connections

SLIME is able to connect to multiple Lisp processes at the same time. The *M-x slime* command, when invoked with a prefix argument, will offer to create an additional Lisp process if one is already running. This is often convenient, but it requires some understanding to make sure that your SLIME commands execute in the Lisp that you expect them to.

Some buffers are tied to specific Lisp processes. Each Lisp connection has its own REPL buffer, and all expressions entered or SLIME commands invoked in that buffer are sent to the associated connection. Other buffers created by SLIME are similarly tied to the connections they originate from, including SLDB buffers, apropos result listings, and so on. These buffers are the result of some interaction with a Lisp process, so commands in them always go back to that same process.

Commands executed in other places, such as *slime-mode* source buffers, always use the “default” connection. Usually this is the most recently established connection, but this can be reassigned via the “connection list” buffer:

C-c C-x c

M-x slime-list-connections

Pop up a buffer listing the established connections. It is also available by the typing *c* from the SLIME selector (Section 5.1 [slime-selector], page 21).

C-c C-x n

M-x slime-cycle-connections

Change current Lisp connection by cycling through all connections. It is also available by the typing *n* from the SLIME selector (Section 5.1 [slime-selector], page 21).

C-c C-x t

M-x slime-list-threads

Pop up a buffer listing the current threads. It is also available by the typing *t* from the SLIME selector (Section 5.1 [slime-selector], page 21).

The buffer displayed by *slime-list-connections* gives a one-line summary of each connection. The summary shows the connection’s serial number, the name of the Lisp implementation, and other details of the Lisp process. The current “default” connection is indicated with an asterisk.

The commands available in the connection-list buffer are:

RET

M-x slime-goto-connection

Pop to the REPL buffer of the connection at point.

d

M-x slime-connection-list-make-default

Make the connection at point the “default” connection. It will then be used for commands in *slime-mode* source buffers.

g

M-x slime-update-connection-list

Update the connection list in the buffer.

q

M-x slime-temp-buffer-quit

Quit the connection list (kill buffer, restore window configuration).

R

M-x slime-restart-connection-at-point

Restart the Lisp process for the connection at point.

M-x slime-connect

Connect to a running Swank server.

M-x slime-disconnect

Disconnect all connections.

M-x slime-abort-connection

Abort the current attempt to connect.

6 Customization

6.1 Emacs-side

The Emacs part of SLIME can be configured with the Emacs `customize` system, just use *M-x customize-group slime RET*. Because the customize system is self-describing, we only cover a few important or obscure configuration options here in the manual.

`slime-truncate-lines`

The value to use for `truncate-lines` in line-by-line summary buffers popped up by SLIME. This is `t` by default, which ensures that lines do not wrap in backtraces, apropos listings, and so on. It can however cause information to spill off the screen.

`slime-completion-at-point-functions`

A list of functions used for completion of Lisp symbols. This works as the standard `completion-at-point-functions` (see Section “Completion in Buffers” in `elisp`). Three completion styles are available: `slime-simple-completion-at-point`, `slime-complete-symbol*` (see Section 8.5 [Compound Completion], page 35), and `slime-fuzzy-complete-symbol` (see Section 8.6 [Fuzzy Completion], page 36).

The default is `slime-simple-completion-at-point`, which completes in the usual Emacs way.

`slime-filename-translations`

This variable controls filename translation between Emacs and the Lisp system. It is useful if you run Emacs and Lisp on separate machines which don’t share a common file system or if they share the filesystem but have different layouts, as is the case with SMB-based file sharing.

`slime-net-coding-system`

If you want to transmit Unicode characters between Emacs and the Lisp system, you should customize this variable. E.g., if you use SBCL, you can set:

```
(setq slime-net-coding-system 'utf-8-unix)
```

To actually display Unicode characters you also need appropriate fonts, otherwise the characters will be rendered as hollow boxes. If you are using Allegro CL and GNU Emacs, you can also use `emacs-mule-unix` as coding system. GNU Emacs has often nicer fonts for the latter encoding. (Different encodings can be used for different Lisps, see Section 2.5.2 [Multiple Lisps], page 4.)

6.1.1 Hooks

`slime-mode-hook`

This hook is run each time a buffer enters `slime-mode`. It is most useful for setting buffer-local configuration in your Lisp source buffers. An example use is to enable `slime-autodoc-mode` (see Section 8.7 [`slime-autodoc-mode`], page 37).

slime-connected-hook

This hook is run when SLIME establishes a connection to a Lisp server. An example use is to create a Timeout frame (See Section 8.13 [Timeout frames], page 42.)

sldb-hook

This hook is run after SLDB is invoked. The hook functions are called from the SLDB buffer after it is initialized. An example use is to add **sldb-print-condition** to this hook, which makes all conditions debugged with SLDB be recorded in the REPL buffer.

6.2 Lisp-side (Swank)

The Lisp server side of SLIME (known as “Swank”) offers several variables to configure. The initialization file `~/swank.lisp` is automatically evaluated at startup and can be used to set these variables.

6.2.1 Communication style

The most important configurable is **SWANK:COMMUNICATION-STYLE***, which specifies the mechanism by which Lisp reads and processes protocol messages from Emacs. The choice of communication style has a global influence on SLIME’s operation.

The available communication styles are:

- NIL** This style simply loops reading input from the communication socket and serves SLIME protocol events as they arise. The simplicity means that the Lisp cannot do any other processing while under SLIME’s control.
- :FD-HANDLER** This style uses the classical Unix-style “**select()**-loop.” Swank registers the communication socket with an event-dispatching framework (such as **SERVE-EVENT** in CMUCL and SBCL) and receives a callback when data is available. In this style requests from Emacs are only detected and processed when Lisp enters the event-loop. This style is simple and predictable.
- :SIGIO** This style uses *signal-driven I/O* with a **SIGIO** signal handler. Lisp receives requests from Emacs along with a signal, causing it to interrupt whatever it is doing to serve the request. This style has the advantage of responsiveness, since Emacs can perform operations in Lisp even while it is busy doing other things. It also allows Emacs to issue requests concurrently, e.g. to send one long-running request (like compilation) and then interrupt that with several short requests before it completes. The disadvantages are that it may conflict with other uses of **SIGIO** by Lisp code, and it may cause untold havoc by interrupting Lisp at an awkward moment.
- :SPAWN** This style uses multiprocessing support in the Lisp system to execute each request in a separate thread. This style has similar properties to **:SIGIO**, but it does not use signals and all requests issued by Emacs can be executed in parallel.

The default request handling style is chosen according to the capabilities of your Lisp system. The general order of preference is **:SPAWN**, then **:SIGIO**, then

`:FD-HANDLER`, with `NIL` as a last resort. You can check the default style by calling `SWANK-BACKEND::PREFERRED-COMMUNICATION-STYLE`. You can also override the default by setting `SWANK:*COMMUNICATION-STYLE*` in your Swank init file.

6.2.2 Other configurables

These Lisp variables can be configured via your `~/.swank.lisp` file:

SWANK:*CONFIGURE-EMACS-INDENTATION*

This variable controls whether indentation styles for `&body`-arguments in macros are discovered and sent to Emacs. It is enabled by default.

SWANK:*GLOBALLY-REDIRECT-IO*

When true this causes the standard streams (`*standard-output*`, etc) to be globally redirected to the REPL in Emacs. When `NIL` (the default) these streams are only temporarily redirected to Emacs using dynamic bindings while handling requests. Note that `*standard-input*` is currently never globally redirected into Emacs, because it can interact badly with the Lisp's native REPL by having it try to read from the Emacs one.

SWANK:*GLOBAL-DEBUGGER*

When true (the default) this causes `*DEBUGGER-HOOK*` to be globally set to `SWANK:SWANK-DEBUGGER-HOOK` and thus for SLIME to handle all debugging in the Lisp image. This is for debugging multithreaded and callback-driven applications.

SWANK:*SLDB-QUIT-RESTART*

This variable names the restart that is invoked when pressing `q` (see `[sldb-quit]`, page 18) in SLDB. For SLIME evaluation requests this is *unconditionally* bound to a restart that returns to a safe point. This variable is supposed to customize what `q` does if an application's thread lands into the debugger (see `SWANK:*GLOBAL-DEBUGGER*`).

```
(setf swank:*sldb-quit-restart* 'sb-thread:terminate-thread)
```

SWANK:*BACKTRACE-PRINTER-BINDINGS*

SWANK:*MACROEXPAND-PRINTER-BINDINGS*

SWANK:*SLDB-PRINTER-BINDINGS*

SWANK:*SWANK-PPRINT-BINDINGS*

These variables can be used to customize the printer in various situations. The values of the variables are association lists of printer variable names with the corresponding value. E.g., to enable the pretty printer for formatting backtraces in SLDB, you can use:

```
(push '(*print-pretty* . t) swank:*sldb-printer-bindings*).
```

SWANK:*USE-DEDICATED-OUTPUT-STREAM*

This variable controls whether to use an unsafe efficiency hack for sending printed output from Lisp to Emacs. The default is `nil`, don't use it, and is strongly recommended to keep.

When `t`, a separate socket is established solely for Lisp to send printed output to Emacs through, which is faster than sending the output in protocol-messages

to Emacs. However, as nothing can be guaranteed about the timing between the dedicated output stream and the stream of protocol messages, the output of a Lisp command can arrive before or after the corresponding REPL results. Thus output and REPL results can end up in the wrong order, or even interleaved, in the REPL buffer. Using a dedicated output stream also makes it more difficult to communicate to a Lisp running on a remote host via SSH (see Section 7.1 [Connecting to a remote lisp], page 28).

SWANK: *DEDICATED-OUTPUT-STREAM-PORT*

When ***USE-DEDICATED-OUTPUT-STREAM*** is **t** the stream will be opened on this port. The default value, 0, means that the stream will be opened on some random port.

SWANK: *LOG-EVENTS*

Setting this variable to **t** causes all protocol messages exchanged with Emacs to be printed to ***TERMINAL-IO***. This is useful for low-level debugging and for observing how SLIME works “on the wire.” The output of ***TERMINAL-IO*** can be found in your Lisp system’s own listener, usually in the buffer ***inferior-lisp***.

7 Tips and Tricks

7.1 Connecting to a remote lisp

One of the advantages of the way SLIME is implemented is that we can easily run the Emacs side (slime.el) on one machine and the lisp backend (swank) on another. The basic idea is to start up lisp on the remote machine, load swank and wait for incoming SLIME connections. On the local machine we start up emacs and tell SLIME to connect to the remote machine. The details are a bit messier but the underlying idea is that simple.

7.1.1 Setting up the lisp image

When you want to load swank without going through the normal, Emacs based, process just load the `swank-loader.lisp` file. Just execute

```
(load "/path/to/swank-loader.lisp")
(swank-loader:init)
```

inside a running lisp image¹. Now all we need to do is startup our swank server. The first example assumes we're using the default settings.

```
(swank:create-server)
```

Since we're going to be tunneling our connection via ssh² and we'll only have one port open we want to tell swank to not use an extra connection for output (this is actually the default in current SLIME):

```
(setf swank:*use-dedicated-output-stream* nil)
```

If you need to do anything particular (like be able to reconnect to swank after you're done), look into `swank:create-server`'s other arguments. Some of these arguments are

:PORT Port number for the server to listen on (default: 4005).

:STYLE See See Section 6.2.1 [Communication style], page 25.

:DONT-CLOSE

Boolean indicating if the server will continue to accept connections after the first one (default: NIL). For "long-running" lisp processes to which you want to be able to connect from time to time, specify `:dont-close t`

:CODING-SYSTEM

String designating the encoding to be used to communicate between the Emacs and Lisp.

So the more complete example will be

```
(swank:create-server :port 4005 :dont-close t :coding-system "utf-8-unix")■
```

On the emacs side you will use something like

```
(setq slime-net-coding-system 'utf-8-unix)
(slime-connect "127.0.0.1" 4005))
```

to connect to this lisp image from the same machine.

¹ SLIME also provides an ASDF system definition which does the same thing

² there is a way to connect without an ssh tunnel, but it has the side-effect of giving the entire world access to your lisp image, so we're not going to talk about it

7.1.2 Setting up Emacs

Now we need to create the tunnel between the local machine and the remote machine.

```
ssh -L4005:127.0.0.1:4005 username@remote.example.com
```

That ssh invocation creates an ssh tunnel between the port 4005 on our local machine and the port 4005 on the remote machine³.

Finally we can start SLIME:

```
M-x slime-connect RET RET
```

The *RET RET* sequence just means that we want to use the default host (127.0.0.1) and the default port (4005). Even though we're connecting to a remote machine the ssh tunnel fools Emacs into thinking it's actually 127.0.0.1.

7.1.3 Setting up pathname translations

One of the main problems with running swank remotely is that Emacs assumes the files can be found using normal filenames. if we want things like `slime-compile-and-load-file` (*C-c C-k*) and `slime-edit-definition` (*M-.*) to work correctly we need to find a way to let our local Emacs refer to remote files.

There are, mainly, two ways to do this. The first is to mount, using NFS or similar, the remote machine's hard disk on the local machine's file system in such a fashion that a filename like `/opt/project/source.lisp` refers to the same file on both machines. Unfortunately NFS is usually slow, often buggy, and not always feasible, fortunately we have an ssh connection and Emacs' `tramp-mode` can do the rest. (See See Info file `tramp`, node 'Top'.)

What we do is teach Emacs how to take a filename on the remote machine and translate it into something that tramp can understand and access (and vice versa). Assuming the remote machine's host name is `remote.example.com`, `cl:machine-instance` returns "remote" and we login as the user "user" we can use `slime-tramp` contrib to setup the proper translations by simply doing:

```
(add-to-list 'slime-filename-translations
  (slime-create-filename-translator
    :machine-instance "remote"
    :remote-host "remote.example.com"
    :username "user"))
```

7.2 Globally redirecting all IO to the REPL

By default SLIME does not change `*standard-output*` and friends outside of the REPL. If you have any other threads which call `format`, `write-string`, etc. that output will be seen only in the `*inferior-lisp*` buffer or on the terminal, more often than not this is inconvenient. So, if you want code such as this:

```
(run-in-new-thread
  (lambda ()
    (write-line "In some random thread.~%" *standard-output*)))
```

³ By default swank listens for incoming connections on port 4005, had we passed a `:port` parameter to `swank:create-server` we'd be using that port number instead

to send its output to SLIME's repl buffer, as opposed to `*inferior-lisp*`, set `swank:*globally-redirect-io*` to T.

Note that the value of this variable is only checked when swank accepts the connection so you should set it via `~/.swank.lisp`. Otherwise you will need to call `swank::globally-redirect-io-to-connection` yourself, but you shouldn't do that unless you know what you're doing.

7.3 Connecting to SLIME automatically

To make SLIME connect to your lisp whenever you open a lisp file just add this to your `.emacs`:

```
(add-hook 'slime-mode-hook
  (lambda ()
    (unless (slime-connected-p)
      (save-excursion (slime))))))
```

8 Contributed Packages

In version 2.1 we moved some functionality to separate packages. This chapter tells you how to load contrib modules and describes what the particular packages do.

8.1 Loading Contrib Packages

Contrib packages aren't loaded by default. You have to modify your setup a bit so that Emacs knows where to find them and which of them to load. Generally, you set the variable `slime-contribs` with the list of package-names that you want to use. For example, a setup to load the `slime-scratch` and `slime-editing-commands` packages looks like:

```
;; Setup load-path and autoloads
(add-to-list 'load-path "~/dir/to/cloned/slime")
(require 'slime-autoloads)

;; Set your lisp system and some contribs
(setq inferior-lisp-program "/opt/sbcl/bin/sbcl")
(setq slime-contribs '(slime-scratch slime-editing-commands))
```

After starting SLIME, the commands of both packages should be available.

The REPL and `slime-fancy` modules deserve special mention. Many users consider the REPL (see Section 8.2 [REPL], page 31) essential while `slime-fancy` (see Section 8.22 [slime-fancy], page 46) loads the REPL and almost all of the popular contribs. So, if you aren't sure what to choose start with:

```
(setq slime-contribs '(slime-repl)) ; repl only
```

If you like what you see try this:

```
(setq slime-contribs '(slime-fancy)) ; almost everything
```

8.1.1 Loading and unloading “on the fly”

We recommend that you setup contribs *before* starting SLIME via `M-x slime`, but if you want to enable more contribs *after* you that, you can set the `slime-contribs` variable to another value and call `M-x slime-setup`. Note this though:

- If you've removed contribs from the list they won't be unloaded automatically.
- If you have more than one SLIME connection currently active, you must manually repeat the `slime-setup` step for each of them.

Short of restarting Emacs, a reasonable way of unloading contribs is by calling an Emacs Lisp function whose name is obtained by adding `-unload` to the contrib's name, for every contrib you wish to unload. So, to remove `slime-repl`, you must call `slime-repl-unload`. Because the unload function will only, if ever, unload the Emacs Lisp side of the contrib, you may also need to restart your lisps.

8.2 REPL: the “top level”

SLIME uses a custom Read-Eval-Print Loop (REPL, also known as a “top level”, or listener). The REPL user-interface is written in Emacs Lisp, which gives more Emacs-integration than the traditional `comint`-based Lisp interaction:

- Conditions signalled in REPL expressions are debugged with SLDB.

- Return values are distinguished from printed output by separate Emacs faces (colours).
- Emacs manages the REPL prompt with markers. This ensures that Lisp output is inserted in the right place, and doesn't get mixed up with user input.

To load the REPL use `(add-to-list 'slime-contribs 'slime-repl)` in your `.emacs`.

C-c C-z

M-x slime-switch-to-output-buffer

Select the output buffer, preferably in a different window.

C-c C-y

M-x slime-call-defun

Insert a call to the function defined around point into the REPL.

C-c C-j

M-x slime-eval-last-expression-in-repl

Inserts the last expression to the REPL and evaluates it there. Switches to the current package of the source buffer for the duration. If used with a prefix argument, doesn't switch back afterwards.

8.2.1 REPL commands

RET

M-x slime-repl-return

Evaluate the current input in Lisp if it is complete. If incomplete, open a new line and indent. If a prefix argument is given then the input is evaluated without checking for completeness.

C-RET

M-x slime-repl-closing-return

Close any unmatched parenthesis and then evaluate the current input in Lisp. Also bound to *M-RET*.

TAB

M-x slime-indent-and-complete-symbol

Indent the current line and perform symbol completion.

C-j

M-x slime-repl-newline-and-indent

Open and indent a new line.

C-a

M-x slime-repl-bol

Go to the beginning of the line, but stop at the REPL prompt.

C-c C-c

M-x slime-interrupt

Interrupt the Lisp process with SIGINT.

C-c M-o

M-x slime-repl-clear-buffer

Clear the entire buffer, leaving only a prompt.

C-c C-o

M-x slime-repl-clear-output

Remove the output and result of the previous expression from the buffer.

8.2.2 Input navigation

The input navigation (a.k.a. history) commands are modelled after `coming-mode`. Be careful if you are used to Bash-like keybindings: *M-p* and *M-n* use the current input as search pattern and only work Bash-like if the current line is empty. *C-<up>* and *C-<down>* work like the up and down keys in Bash.

C-<up>, *M-x slime-repl-forward-input*

C-<down>, *M-x slime-repl-backward-input*

Go to the next/previous history item.

M-n, *M-x slime-repl-next-input*

M-p, *M-x slime-repl-previous-input*

Search the next/previous item in the command history using the current input as search pattern. If *M-n*/*M-p* is typed two times in a row, the second invocation uses the same search pattern (even if the current input has changed).

M-s, *M-x slime-repl-next-matching-input*

M-r, *M-x slime-repl-previous-matching-input*

Search forward/reverse through command history with regex

C-c C-n, *M-x slime-repl-next-prompt*

C-c C-p, *M-x slime-repl-previous-prompt*

Move between the current and previous prompts in the REPL buffer. Pressing RET on a line with old input copies that line to the newest prompt.

The variable `slime-repl-wrap-history` controls wrap around behaviour, i.e. whether cycling should restart at the beginning of the history if the end is reached.

8.2.3 Shortcuts

“Shortcuts” are a special set of REPL commands that are invoked by name. To invoke a shortcut you first press , (comma) at the REPL prompt and then enter the shortcut’s name when prompted.

Shortcuts deal with things like switching between directories and compiling and loading Lisp systems. The set of shortcuts is listed below, and you can also use the `help` shortcut to list them interactively.

change-directory (aka *!d*, *cd*)

Change the current directory.

change-package (aka *!p*, *in*, *in-package*)

Change the current package.

compile-and-load (aka *cl*)

Compile (if necessary) and load a lisp file.

defparameter (aka *!*)

Define a new global, special, variable.

disconnect
Disconnect all connections.

help (aka *?*)
Display the help.

pop-directory (aka *-d*)
Pop the current directory.

pop-package (aka *-p*)
Pop the top of the package stack.

push-directory (aka *+d*, *pushd*)
Push a new directory onto the directory stack.

push-package (aka *+p*)
Push a package onto the package stack.

pwd
Show the current directory.

quit
Quit the current Lisp.

resend-form
Resend the last form.

restart-inferior-lisp
Restart **inferior-lisp** and reconnect SLIME.

sayoonara
Quit all Lisps and close all SLIME buffers.

8.3 Multiple REPLs

The *slime-mrepl* package adds support for multiple listener buffers. The command *M-x slime-new-mrepl* creates a new buffer. In a multi-threaded Lisp, each listener is associated with a separate thread. In a single-threaded Lisp it's also possible to create multiple listener buffers but the commands are executed sequentially by the same process.

8.4 inferior-slime-mode

The *inferior-slime-mode* is a minor mode is intended to use with the **inferior-lisp** lisp buffer. It provides some of the SLIME commands, like symbol completion and documentation lookup. It also tracks the current directory of the Lisp process. To install it, add something like this to user *.emacs*:

```
(add-to-list 'slime-contribs 'inferior-slime)
```

M-x inferior-slime-mode
Turns inferior-slime-mode on or off.

The variable *inferior-slime-mode-map* contains the extra keybindings.

8.5 Compound Completion

The package `slime-c-p-c` provides a different symbol completion algorithm, which performs completion “in parallel” over the hyphen-delimited sub-words of a symbol name.¹ Formally this means that “a-b-c” can complete to any symbol matching the regular expression “^a.*-b.*-c.*” (where “dot” matches anything but a hyphen). Examples give a more intuitive feeling:

- `m-v-b` completes to `multiple-value-bind`.
- `w-open` is ambiguous: it completes to either `with-open-file` or `with-open-stream`. The symbol is expanded to the longest common completion (`with-open-`) and the point is placed at the first point of ambiguity, which in this case is the end.
- `w--stream` completes to `with-open-stream`.

The variable `slime-c-p-c-unambiguous-prefix-p` specifies where point should be placed after completion. E.g. the possible completions for `f-o` are `finish-output` and `force-output`. By the default point is moved after the `f`, because that is the unambiguous prefix. If `slime-c-p-c-unambiguous-prefix-p` is `nil`, point moves to the end of the inserted text, after the `o` in this case.

In addition, `slime-c-p-c` provides completion for character names (mostly useful for Unicode-aware implementations):

```
CL-USER> #\Sp<TAB>
```

Here SLIME will usually complete the character to `#\Space`, but in a Unicode-aware implementation, this might provide the following completions:

Space	Space
Sparkle	Spherical_Angle
Spherical_Angle_Opening_Left	Spherical_Angle_Opening_Up

The package `slime-c-p-c` also provides context-sensitive completion for keywords. Example:

```
CL-USER> (find 1 '(1 2 3) :s<TAB>
```

Here SLIME will complete `:start`, rather than suggesting all ever-interned keywords starting with `:s`.

C-c C-s

M-x slime-complete-form

Looks up and inserts into the current buffer the argument list for the function at point, if there is one. More generally, the command completes an incomplete form with a template for the missing arguments. There is special code for discovering extra keywords of generic functions and for handling `make-instance`, `defmethod`, and many other functions. Examples:

```
(subseq "abc" <C-c C-s>
  --inserts--> start [end])
(find 17 <C-c C-s>
  --inserts--> sequence :from-end from-end :test test
```

¹ This style of completion is modelled on `completer.el` by Chris McConnell. That package is bundled with ILISP.


```

                                :test-not test-not :start start :end end
                                :key key)
(find 17 '(17 18 19) :test #'= <C-c C-s>
  --inserts--> :from-end from-end
                                :test-not test-not :start start :end end
                                :key key)
(defclass foo () ((bar :initarg :bar)))
(defmethod print-object <C-c C-s>
  --inserts--> (object stream)
              body...)
(defmethod initialize-instance :after ((object foo) &key blub))■
(make-instance 'foo <C-c C-s>
  --inserts--> :bar bar :blub blub initargs...)

```

8.6 Fuzzy Completion

The package `slime-fuzzy` implements yet another symbol completion heuristic.

C-c M-i

M-x slime-fuzzy-complete-symbol

Presents a list of likely completions to choose from for an abbreviation at point. If you set the variable `slime-complete-symbol-function` to this command, fuzzy completion will also be used for *M-TAB*.

8.6.1 The Algorithm

It attempts to complete a symbol all at once, instead of in pieces. For example, “mnb” will find “multiple-value-bind” and “norm-df” will find “least-positive-normalized-double-float”.

The algorithm tries to expand every character in various ways and rates the list of possible completions with the following heuristic.

Letters are given scores based on their position in the string. Letters at the beginning of a string or after a prefix letter at the beginning of a string are scored highest. Letters after a word separator such as `#\-` are scored next highest. Letters at the end of a string or before a suffix letter at the end of a string are scored medium, and letters anywhere else are scored low.

If a letter is directly after another matched letter, and its intrinsic value in that position is less than a percentage of the previous letter’s value, it will use that percentage instead.

Finally, a small scaling factor is applied to favor shorter matches, all other things being equal.

8.6.2 Duplicate Symbols

In case a symbol is accessible via several packages, duplicate symbol filter specified via `*fuzzy-duplicate-symbol-filter*` swank variable is applied. `:nearest-package` value specifies that only symbols in the package with highest score should be kept. `:home-package` specifies that only the match that represents the home package of the symbol is used, and `:all` value specifies that duplicate symbol filter mode should be turned off.

To specify a custom filter, set `*fuzzy-duplicate-symbol-filter*` to a function accepting three arguments: the name of package being examined, the list of names of all packages being examined with packages with highest matching score listed first and an `equal` hash-table that is shared between calls to the function and can be used for deduplication purposes. The function should return a deduplication filter function which accepts a symbol and returns true if the symbol should be kept.

For example, the effect of `:nearest-package` can be also achieved by specifying the following custom filter in `~/swank.lisp`:

```
(setf *fuzzy-duplicate-symbol-filter*
      (lambda (cur-package all-packages dedup-table)
        (declare (ignore cur-package all-packages))
        (lambda (symbol)
          (unless (gethash (symbol-name symbol) dedup-table)
            (setf (gethash (symbol-name symbol) dedup-table) t))))))
```

And instead of `:home-package`, the following can be used:

```
(setf *fuzzy-duplicate-symbol-filter*
      (lambda (cur-package all-packages dedup-table)
        (declare (ignore dedup-table))
        (let ((packages (mapcar #'find-package
                                (remove cur-package all-packages))))
          (lambda (symbol)
            (not (member (symbol-package symbol) packages))))))
```

8.7 slime-autodoc-mode

Autodoc mode is an additional minor-mode for automatically showing information about symbols near the point. For function names the argument list is displayed, and for global variables, the value. Autodoc is implemented by means of `eldoc-mode` of Emacs.

The mode can be enabled by default in your `~/emacs`:

```
(add-to-list 'slime-contribs 'slime-autodoc)
```

M-x slime-arglist NAME

Show the argument list of the function NAME.

M-x slime-autodoc-mode

Toggles autodoc-mode on or off according to the argument, and toggles the mode when invoked without argument.

C-c C-d a

M-x slime-autodoc-manually

Like `slime-autodoc`, but when called twice, or after `slime-autodoc` was already automatically called, display multiline arglist.

If the variable `slime-use-autodoc-mode` is set (default), Emacs starts a timer, otherwise the information is only displayed after pressing SPC.

If `slime-autodoc-use-multiline-p` is set to non-nil, allow long autodoc messages to resize echo area display.

8.8 ASDF

ASDF is a popular “system construction tool”. The package `slime-asdf` provides some commands to load and compile such systems from Emacs. ASDF itself is not included with SLIME; you have to load that yourself into your Lisp. In particular, you must load ASDF before you connect, otherwise you will get errors about missing symbols.

M-x slime-load-system NAME

Compile and load an ASDF system. The default system name is taken from the first file matching `*.asd` in the current directory.

M-x slime-reload-system NAME

Recompile and load an ASDF system without recompiling its dependencies.

M-x slime-open-system NAME &optional LOAD

Open all files in a system, optionally load it if `LOAD` is non-nil.

M-x slime-browse-system NAME

Browse files in a system using Dired.

M-x slime-delete-system-fasls NAME

Delete FASLs produced by compiling a system.

M-x slime-rgrep-system NAME REGEXP

Run `rgrep` on the base directory of an ASDF system.

M-x slime-isearch-system NAME

Run `isearch-forward` on the files of an ASDF system.

M-x slime-query-replace-system NAME FROM TO &OPTIONAL DELIMITED

Run `query-replace` on an ASDF system.

The package also installs some new REPL shortcuts (see Section 8.2.3 [Shortcuts], page 33):

load-system

Compile (as needed) and load an ASDF system.

reload-system

Recompile and load an ASDF system.

compile-system

Compile (but not load) an ASDF system.

force-compile-system

Recompile (but not load) an ASDF system.

force-load-system

Recompile and load an ASDF system.

open-system

Open all files in a system.

browse-system

Browse files in a system using Dired.

delete-system-fasls

Delete FASLs produced by compiling a system.

8.9 Banner

The package `slime-banner` installs a window header line (See Info file `elisp`, node ‘Header Lines’.) in the REPL buffer. It also runs an animation at startup.

By setting the variable `slime-startup-animation` to nil you can disable the animation respectively with the variable `slime-header-line-p` the header line.

8.10 Editing Commands

The package `slime-editing-commands` provides some commands to edit Lisp expressions.

C-c M-q

M-x slime-reindent-defun

Re-indent the current defun, or refills the current paragraph. If point is inside a comment block, the text around point will be treated as a paragraph and will be filled with `fill-paragraph`. Otherwise, it will be treated as Lisp code, and the current defun will be reindented. If the current defun has unbalanced parens, an attempt will be made to fix it before reindenting.

C-c C-]

M-x slime-close-all-parens-in-sexp

Balance parentheses of open s-expressions at point. Insert enough right parentheses to balance unmatched left parentheses. Delete extra left parentheses. Reformat trailing parentheses Lisp-stylishly.

If REGION is true, operate on the region. Otherwise operate on the top-level sexp before point.

M-x slime-insert-balanced-comments

Insert a set of balanced comments around the s-expression containing the point. If this command is invoked repeatedly (without any other command occurring between invocations), the comment progressively moves outward over enclosing expressions. If invoked with a positive prefix argument, the s-expression arg expressions out is enclosed in a set of balanced comments.

M-C-a

M-x slime-beginning-of-defun

M-C-e

M-x slime-end-of-defun

8.11 Fancy Inspector

An alternative to default inspector is provided by the package ‘`slime-fancy-inspector`’. This inspector knows a lot about CLOS objects and methods. It provides many “actions” that can be selected to invoke Lisp code on the inspected object. For example, to present a generic function the inspector shows the documentation in plain text and presents each method with both a hyperlink to inspect the method object and a “remove method” action that you can invoke interactively. The key-bindings are the same as for the basic inspector (see Section 3.11 [Inspector], page 14).

8.12 Presentations

A “presentation”² in SLIME is a region of text associated with a Lisp object. Right-clicking on the text brings up a menu with operations for the particular object. Some operations, like inspecting, are available for all objects, but the object may also have specialized operations. For instance, pathnames have a `dired` operation.

More importantly, it is possible to cut and paste presentations (i.e., Lisp objects, not just their printed presentation), using all standard Emacs commands. This way it is possible to cut and paste the results of previous computations in the REPL. This is of particular importance for unreadable objects.

The package `slime-presentations` installs presentations in the REPL, i.e. the results of evaluation commands become presentations. In this way, presentations generalize the use of the standard Common Lisp REPL history variables `*`, `**`, `***`. Example:

```
CL-USER> (find-class 'standard-class)
#<STANDARD-CLASS STANDARD-CLASS>
CL-USER>
```

Presentations appear in red color in the buffer. (In this manual, we indicate the presentations *like this*.) Using standard Emacs commands, the presentation can be copied to a new input in the REPL:

```
CL-USER> (eq1 '#<STANDARD-CLASS STANDARD-CLASS>
              '#<STANDARD-CLASS STANDARD-CLASS>)
```

T

Note that standard evaluation and quoting rules still apply. So if a presentation is a list, it needs to be quoted in an evaluated context to avoid treating it as a function call:

```
CL-USER> (list (find-class 'standard-class) 2 3 4)
(#<STANDARD-CLASS STANDARD-CLASS> 2 3 4)
CL-USER> (#<STANDARD-CLASS STANDARD-CLASS> 2 3 4)
; Funcall of #<STANDARD-CLASS STANDARD-CLASS> which is a non-function.
; Evaluation aborted.
CL-USER> ' (#<STANDARD-CLASS STANDARD-CLASS> 2 3 4)
(#<STANDARD-CLASS STANDARD-CLASS> 2 3 4)
```

When you copy an incomplete presentation or edit the text within a presentation, the presentation changes to plain text, losing the association with a Lisp object. In the buffer, this is indicated by changing the color of the text from red to black. This can be undone.

Presentations are also available in the inspector (all inspectable parts are presentations) and the debugger (all local variables are presentations). This makes it possible to evaluate expressions in the REPL using objects that appear in local variables of some active debugger frame; this can be more convenient than using `M-x slldb-eval-in-frame`. **Warning:** The presentations that stem from the inspector and debugger are only valid as long as the corresponding buffers are open. Using them later can cause errors or confusing behavior.

For some Lisp implementations you can also install the package `slime-presentation-streams`, which enables presentations on the Lisp `*standard-output*` stream and similar

² Presentations are a feature originating from the Lisp machines. It was possible to define `present` methods specialized to various devices, e.g. to draw an object to bitmapped screen or to write some text to a character stream.

streams. This means that not only results of computations, but also some objects that are printed to the standard output (as a side-effect of the computation) are associated with presentations. Currently, all unreadable objects and pathnames get printed as presentations.

```
CL-USER> (describe (find-class 'standard-object))
#<STANDARD-CLASS STANDARD-OBJECT> is an instance of
  #<STANDARD-CLASS STANDARD-CLASS>:
The following slots have :INSTANCE allocation:
  PLIST                NIL
  FLAGS                1
  DIRECT-METHODS     ((#<STANDARD-METHOD
                        SWANK::ALL-SLOTS-FOR-INSPECTOR
                        (STANDARD-OBJECT T)>
                        ...
```

Again, this makes it possible to inspect and copy-paste these objects.

In addition to the standard Emacs commands, there are several keyboard commands, a menu-bar menu, and a context menu to operate on presentations. We describe the keyboard commands below; they are also shown in the menu-bar menu.

C-c C-v SPC

M-x slime-mark-presentation

If point is within a presentation, move point to the beginning of the presentation and mark to the end of the presentation. This makes it possible to copy the presentation.

C-c C-v w

M-x slime-copy-presentation-at-point-to-kill-ring

If point is within a presentation, copy the surrounding presentation to the kill ring.

C-c C-v r

M-x slime-copy-presentation-at-point-to-repl

If point is within a presentation, copy the surrounding presentation to the REPL.

C-c C-v d

M-x slime-describe-presentation-at-point

If point is within a presentation, describe the associated object.

C-c C-v i

M-x slime-inspect-presentation-at-point

If point is within a presentation, inspect the associated object with the SLIME inspector.

C-c C-v n

M-x slime-next-presentation

Move point to the next presentation in the buffer.

C-c C-v p

M-x slime-previous-presentation

Move point to the previous presentation in the buffer.

Similar operations are also possible from the context menu of every presentation. Using *mouse-3* on a presentation, the context menu opens and offers various commands. For some objects, specialized commands are also offered. Users can define additional specialized commands by defining a method for `swank::menu-choices-for-presentation`.

Warning: On Lisp implementations without weak hash tables, all objects associated with presentations are protected from garbage collection. If your Lisp image grows too large because of that, use *C-c C-v M-o* (`slime-clear-presentations`) to remove these associations. You can also use the command *C-c M-o* (`slime-repl-clear-buffer`), which both clears the REPL buffer and removes all associations of objects with presentations.

Warning: Presentations can confuse new users.

```
CL-USER> (cons 1 2)
(1 . 2)
CL-USER> (eq '(1 . 2) '(1 . 2))
T
```

One could have expected NIL here, because it looks like two fresh cons cells are compared regarding object identity. However, in the example the presentation `(1 . 2)` was copied twice to the REPL. Thus EQ is really invoked with the same object, namely the cons cell that was returned by the first form entered in the REPL.

8.13 Typeout frames

A “typeout frame” is a special Emacs frame which is used instead of the echo area (minibuffer) to display messages from SLIME commands. This is an optional feature. The advantage of a typeout frame over the echo area is that it can hold more text, it can be scrolled, and its contents don’t disappear when you press a key. All potentially long messages are sent to the typeout frame, such as argument lists, macro expansions, and so on.

M-x slime-ensure-typeout-frame

Ensure that a typeout frame exists, creating one if necessary.

If the typeout frame is closed then the echo area will be used again as usual.

To have a typeout frame created automatically at startup you should load the `slime-typeout-frame` package. (see Section 8.1 [Loading Contribs], page 31.)

The variable `slime-typeout-frame-properties` specifies the height and possibly other properties of the frame. Its value is passed to `make-frame`. (See Info file `elisp`, node ‘Creating Frames’.)

8.14 TRAMP

The package `slime-tramp` provides some functions to set up filename translations for TRAMP. (see Section 7.1.3 [Setting up pathname translations], page 29)

8.15 Documentation Links

For certain error messages, SBCL includes references to the ANSI Standard or the SBCL User Manual. The `slime-references` package turns those references into clickable links. This makes finding the referenced section of the HyperSpec much easier.

8.16 Xref and Class Browser

A rudimentary class browser is provided by the `slime-xref-browser` package.

M-x slime-browse-classes

This command asks for a class name and displays inheritance tree of for the class.

M-x slime-browse-xrefs

This command prompts for a symbol and the kind of cross reference, e.g. callers. The cross reference tree rooted at the symbol is then then displayed.

8.17 Highlight Edits

`slime-highlight-edits` is a minor mode to highlight those regions in a Lisp source file which are modified. This is useful to quickly find those functions which need to be recompiled (with `C-c C-c`)

M-x slime-highlight-edits-mode

Turns `slime-highlight-edits-mode` on or off.

8.18 Scratch Buffer

The SLIME scratch buffer, in contrib package `slime-scratch`, imitates Emacs' usual `*scratch*` buffer. If `slime-scratch-file` is set, it is used to back the scratch buffer, making it persistent. The buffer is like any other Lisp buffer, except for the command bound to `C-j`.

C-j

M-x slime-eval-print-last-expression

Evaluate the expression sexp before point and insert print value into the current buffer.

M-x slime-scratch

Create a `*slime-scratch*` buffer. In this buffer you can enter Lisp expressions and evaluate them with `C-j`, like in Emacs's `*scratch*` buffer.

8.19 SLIME Trace Dialog

The SLIME Trace Dialog, in package `slime-trace-dialog`, is a tracing facility, similar to Common Lisp's `trace`, but interactive rather than purely textual. It is an Emacs 24-only contrib.

You use it just like you would regular `trace`: after tracing a function, calling it causes interesting information about that particular call to be reported.

However, instead of printing the trace results to the the `*trace-output*` stream (usually the REPL), the SLIME Trace Dialog collects and stores them in your lisp environment until, on user's request, they are fetched into Emacs and displayed in a dialog-like interactive view.

To use this contrib, add it to `slime-contribs` in your `~/.emacs`, either directly by setting up `slime-fancy` (see Section 8.22 [slime-fancy], page 46).

```
;; setting up 'slime-fancy would also have worked
```



```
(add-to-list 'slime-contribs 'slime-trace-dialog)
```

After starting up SLIME, SLIME's Trace Dialog installs a *Trace* menu in the menu-bar of any `slime-mode` buffer and adds two new commands, with respective key-bindings:

C-c M-t

M-x slime-trace-dialog-toggle-trace

If point is on a symbol name, toggle tracing of its function definition. If point is not on a symbol, prompt user for a function.

With a *C-u* prefix argument, and if your lisp implementation allows it, attempt to decipher lambdas, methods and other complicated function signatures.

The function is traced for the SLIME Trace Dialog only, i.e. it is not found in the list returned by Common Lisp's `trace`.

C-c T

M-x slime-trace-dialog

Pop to the interactive SLIME Trace Dialog buffer associated with the current connection (see Section 5.3 [Multiple connections], page 22).

Consider the (useless) program:

```
(defun foo (n) (if (plusp n) (* n (bar (1- n))) 1))
(defun bar (n) (if (plusp n) (* n (foo (1- n))) 1))
```

After tracing both `foo` and `bar` with `C-c M-t`, calling `call (foo 2)` and moving to the trace dialog with `C-c T`, we are presented with this buffer.

```
Traced specs (2)                                [refresh]
                                                [untrace all]

[untrace] common-lisp-user::bar
[untrace] common-lisp-user::foo

Trace collection status (3/3)                    [refresh]
                                                [clear]

0 - common-lisp-user::foo
  | > 2
  | < 2
1 `--- common-lisp-user::bar
    | > 1
    | < 1
2   `-- common-lisp-user::foo
        > 0
        < 1
```

The dialog is divided into sections displaying the functions already traced, the trace collection progress and the actual trace tree that follow your program's logic. The most important key-bindings in this buffer are:

g

M-x slime-trace-dialog-fetch-status

Update information on the trace collection and traced specs.

G

M-x slime-trace-dialog-fetch-traces

Fetch the next batch of outstanding (not fetched yet) traces. With a `C-u` prefix argument, repeat until no more outstanding traces.

C-k

M-x slime-trace-dialog-clear-fetched-traces

Prompt for confirmation, then clear all traces, both fetched and outstanding.

The arguments and return values below each entry are interactive buttons. Clicking them opens the inspector (see Section 3.11 [Inspector], page 14). Invoking *M-RET* (`slime-trace-dialog-copy-down-to-repl`) returns them to the REPL for manipulation (see Section 8.2 [REPL], page 31). The number left of each entry indicates its absolute position in the calling order, which might differ from display order in case multiple threads call the same traced function.

`slime-trace-dialog-hide-details-mode` hides arguments and return values so you can concentrate on the calling logic. Additionally, `slime-trace-dialog-autofollow-mode` will automatically display additional detail about an entry when the cursor moves over it.

8.20 slime-sprof

`slime-sprof` is a package for integrating SBCL's statistical profiler, `sb-sprof`.

The variable `slime-sprof-exclude-swank` controls whether to display swank functions. The default value is `NIL`.

M-x slime-sprof-start
Start profiling.

M-x slime-sprof-stop
Stop profiling.

M-x slime-sprof-report
Report results of the profiling.

The following keys are defined in `slime-sprof-browser` mode:

RET

M-x slime-sprof-browser-toggle
Expand / collapse function details (callers, calls to)

v

M-x slime-sprof-browser-view-source
View function sources.

d

M-x slime-sprof-browser-disassemble-function
Disassemble function.

s

M-x slime-sprof-toggle-swank-exclusion
Toggle exclusion of swank functions from the report.

8.21 SLIME Enhanced M-.

`slime-mdot-fu` enables meta-point to jump to local variables bound with `let` and `let*`, in addition to function bindings declared with `flet` and `labels`, via `slime-edit-local-definition`.

8.22 Meta package: slime-fancy

`slime-fancy` is a meta package which loads a combination of the most popular packages.

8.23 Quicklisp

The package `slime-quicklisp` adds support for loading Quicklisp systems in the REPL buffer. In order for this to work, Quicklisp should have already been loaded in the Lisp implementation. Refer to <https://www.quicklisp.org/> for Quicklisp installation details.

The package installs the following REPL shortcuts (see Section 8.2.3 [Shortcuts], page 33):

quicklisp-quickload (aka ql)
Load a Quicklisp system.

9 Credits

The soppy ending...

Hackers of the good hack

SLIME is an Extension of SLIM by Eric Marsden. At the time of writing, the authors and code-contributors of SLIME are:

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... not counting the bundled code from `hyperspec.el`, *CLOCC*, and the *CMU AI Repository*.

Many people on the `slime-devel` mailing list have made non-code contributions to SLIME. Life is hard though: you gotta send code to get your name in the manual. :-)

Thanks!

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