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Subject: config.sh and LD\_LIBRARY\_PATH, PATH  
Posted by [Felix Boehmer](#) on Mon, 02 Apr 2012 09:52:32 GMT  
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Dear frameworkers,

I think this issue was already discussed a while ago, so please excuse if I repeat myself.

In config.sh the standard environment variables PATH and LD\_LIBRARY\_PATH are overwritten. This is very annoying and forces us to manually run re-init-scripts after executing config.sh.

Couldn't we finally change this to just appending the paths set in config.sh to the existing definitions?

Cheers

Felix

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Subject: Re: config.sh and LD\_LIBRARY\_PATH, PATH  
Posted by [Stefano Spataro](#) on Tue, 17 Apr 2012 09:51:26 GMT  
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Hi Felix,  
we had this discussion several months ago, and we have decided to clean the PATH because it was giving a lot of problems in the case the user had some other version of root/geant already installed in his computer.  
For this reason I would prefer to leave the config.sh as it is. Mohammad should send you a patch so that you can have your full path but only for your machines, not for everybody.

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Subject: Re: config.sh and LD\_LIBRARY\_PATH, PATH  
Posted by [Florian Uhlig](#) on Wed, 08 Aug 2012 11:26:45 GMT  
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Hi Felix,

I introduced a new option which can be added when running cmake. If this option is put to TRUE, the info of the environment variables PATH and LD\_LIBRARY\_PATH are not deleted. The default value for the option is FALSE, so the standard behavior is not changed, but you can overwrite it and get the behavior you want.

To use it you have to run cmake with the following parameter

```
cmake <path> -DUSE_PATH_INFO=TRUE
```

Ciao

Florian

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