

---

Subject: Re: Deleting Variables

Posted by [davidf](#) on Fri, 24 Apr 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nathan Lundblad (lundblad@ugastro.berkeley.edu) writes:

> How does one delete variable in IDL?  
>  
> I know \_delvar\_, but that only works on the  
> main level of the program, and only one on  
> variable. I want to purge everything.

If you wanted to get rid of all the IDL variables that exist at the main IDL level, you could write a program like this:

```
PRO Purge  
END
```

When you want to get rid of all main-level variables, you would type:

```
IDL> .RNew Purge
```

If you want to get rid of a single variable within an IDL program module (i.e., NOT at the main level), you can download the program UNDEFINE from my web page:

```
Undefine, variable
```

If you want to get rid of all the pointers and objects you have accidentally deleted references to, you can type this:

```
IDL> Heap_GC
```

If you just want to get rid of \*everything\* (including common blocks, which can be deleted in no other way), most of the experts use this trick:

```
IDL> Exit
```

:-)

Cheers,

David

-----  
David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: davidf@dfanning.com  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---