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Subject: Re: About call\_external, AUTO\_GLUE and gcc

Posted by [profxtjb](#) on Tue, 01 Jun 2004 16:16:23 GMT

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"mwvogel" <mvogel@rdiag.fgg.eur.nl> wrote in message news:<c9fsk2\$fa1\$1@brutus.eur.nl>...

<scratching head>

Well, I guess that conclusively concludes the conclusion that I need to follow the unconventional practice of reading the instructions!

:)

Thanks!

- > Concerning CALL\_EXTERNAL, there seems to be an /UNLOAD switch. I guess that
  - > should do it.
  - > The excerpt from the help file :
  - > \*\*\*\*\*
  - > UNLOAD
  - >
  - > Normally, IDL keeps Image loaded in memory after the call to CALL\_EXTERNAL
  - > completes. This is done for efficiency
  - > -loading a sharable object can be a slow operation. Setting the UNLOAD
  - > keyword will cause IDL to unload Image after the call to it is complete.
  - > This is useful if you are debugging code in Image
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