
Subject: Re: About call_external, AUTO_GLUE and gcc
Posted by [mwvogel](#) on Mon, 31 May 2004 18:13:05 GMT
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"Thomas Brueckner" <profxtjb@earthlink.net> schreef in bericht
news:52e94d00.0405310546.2ab9a1b9@posting.google.com...
> mw vogel <m.vogel@erasmusmc.nl> wrote in message
news:<40B86601.E14DE0DD@erasmusmc.nl>...
>
>> Sounds to me like you want to unload your old DLM from memory, and then
>> reload the newly linked DLM.
>> My favourite way of doing this is by the .f -way :-)
>> The HELP, /DLM will show you what is loaded.
>
> I thought that making a call_external was different from making a DLM.
> In any case, HELP,/DLM gets me a lot of descriptions like
>

Yes, you are right, I got carried away. By the way, there is a performance
gain when coding a DLM.

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, as it allows you to
iterate on your code without having to exit IDL between tests. It can also
be a good idea if you do not intend to make any subsequent calls to routines
within Image.
