
Subject: How to kill a specific variable in IDL prompt mode?

Posted by [fullyu4](#) on Fri, 28 Sep 2007 00:27:16 GMT

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When I am testing in IDL prompt mode, I often accidentally create a new variable that I don't want to create. For example, if I enter:

```
IDL> k=fingen(5)
```

what I really want to type is k=findgen(5), but because the mistake I made, there are two new variables in the memory:

```
IDL> help
```

```
fingen undefined=<undefined>
```

```
k      undefined=<undefined>
```

Is there a way to delete these variables after I use it? (other than use .reset_session) to kill all the variables.

Thank you.
