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Subject: Does ENVI\_FILE\_MNG work with 'In Memory' files?

Posted by [robintw](#) on Fri, 27 Aug 2010 22:57:37 GMT

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Hi all,

I have an IDL function which processes images in ENVI, creating a number of temporary images on the way. I set the /IN\_MEMORY keyword for many of these functions to keep the temporary images (which are quite small) in memory. I then delete them at the end of the function using the ENVI\_FILE\_MNG function. The only problem is...it doesn't seem to work! The files seem to stay in the Available Bands window, and after processing 500 files (and therefore creating around 2500 temporary 'in memory' files) the whole thing crashes!

Is there a special way to close files that are stored in memory? The code I am using at the moment is:

```
ENVI_FILE_MNG, id=thresholded_fid, /DELETE, /REMOVE
```

I have tried various combinations of the /DELETE and /REMOVE switches, as the manual does not state which should be used with files in memory.

Does anyone have any ideas why this may not be working? I can provide the code of my function if needed.

Best regards,

Robin Wilson  
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