## Subject: Re: About call\_external, AUTO\_GLUE and gcc Posted by mw vogel on Sat, 29 May 2004 10:29:21 GMT

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## Thomas Brueckner wrote:

>

> It all works sweet. Great.

>

- > However, if I go back and add some new computation to my function
- > 'try' in the source file 'try\_glue4.c' and then save and recompile and
- > relink to 'try\_glue4.so', then the next time I call\_external to
- > 'try\_glue4.so' there is a repeat of the initial function computation.
- > It does not use the new function computation.

>

- > OK, I can save the changed source file to 'try\_glue5.c' and go through
- > the process with that new file. It seems like you should be able to
- > flip one of the option switches on gcc or ld so that you can work on
- > one source file. Or is it some feature of AUTO GLUE that produces
- > this trouble.

>

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.

Subject: Re: About call\_external, AUTO\_GLUE and gcc Posted by profxtjb on Mon, 31 May 2004 13:46:13 GMT

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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

\*\* CDF - IDL CDF support (not loaded)

Version: 2.6r7, Build Date: JUN 27 2003, Source: Research Systems, Inc.

Path: /Applications/idl\_6.0/bin/bin.darwin.ppc/idl\_cdf.so

but no mention of my little homemade .so file.

I have learned that .full\_reset\_session clears the old .so file, but I wonder if there is a sneaky software switch I can flip, short of nuking everything with .full\_reset\_session.