
Subject: Re: About call_external, AUTO_GLUE and gcc
Posted by [mw vogel](#) on Sat, 29 May 2004 10:29:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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`.
