Subject: How to kill a specific variable in IDL prompt mode?
Posted by fullyu4 on Fri, 28 Sep 2007 00:27:16 GMT

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.