Subject: Re: Tough System Variable Question for the IDL Gurus Posted by Foldy Lajos on Wed, 11 Nov 2009 22:26:47 GMT

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On Wed, 11 Nov 2009, David Fanning wrote:

```
> OK, you IDL gurus. How do you delete an IDL system variable
> you have created with DefSysV without getting out of the IDL session?
   IDL> DefSysV, '!TESTER', 5
>
   IDL> DelVar, !TESTER
 % DELVAR: Expression must be named variable in this context: <INT
       5)>.
> (
>
   IDL> Undefine, !Tester
   IDL> Help, !Tester
  <Expression>
                                5
                 INT
 My current thinking is that it is not possible. Any good ideas?
 Cheers,
> David
You are right, it is not possible:
```

"System variables have a predefined type and structure that cannot be changed." (IDL Reference Guide)

regards, Lajos

Subject: Re: Tough System Variable Question for the IDL Gurus Posted by ben.bighair on Thu, 12 Nov 2009 00:12:29 GMT

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```
On Nov 11, 5:26 pm, FÖLDY Lajos <fo...@rmki.kfki.hu> wrote:
> On Wed, 11 Nov 2009, David Fanning wrote:
>> OK, you IDL gurus. How do you delete an IDL system variable
>> you have created with DefSysV without getting out of the IDL session?
>
    IDL> DefSysV, '!TESTER', 5
>>
    IDL> DelVar, !TESTER
>> % DELVAR: Expression must be named variable in this context: <INT
>> (
        5)>.
>
```

```
>> IDL> Undefine, !Tester
>> IDL> Help, !Tester
>> <Expression> INT = 5
>
>> My current thinking is that it is not possible. Any good ideas?
>> Cheers,
>> David
>> You are right, it is not possible:
>> "System variables have a predefined type and structure that cannot be changed." (IDL Reference Guide)
>> regards,
> Lajos
Hi,
```

Why do you want to remove a system variable?

Would making the system variable a pointer or object work? At least then you could destroy/dereference them. I recall that I used an object as a system variable for the old "CoolHelp" thingy. And another thing, you *are* an IDL guru.

Cheers, Ben

Subject: Re: Tough System Variable Question for the IDL Gurus Posted by David Fanning on Thu, 12 Nov 2009 01:45:20 GMT View Forum Message <> Reply to Message

ben.bighair writes:

> Why do you want to remove a system variable?

I don't know. I don't always come up with the questions.

- > Would making the system variable a pointer or object work? At least
- > then you could destroy/dereference them. I recall that I used an
- > object as a system variable for the old "CoolHelp" thingy. And
- > another thing, you *are* an IDL guru.

Yeah, but a guru who didn't know the answer. :-)

```
Maybe a pointer *will* work.
IDL> defsysv, '!tester', Ptr_New(5)
IDL> help, !tester
<Expression> POINTER = <PtrHeapVar795>
IDL> help, *!tester
<PtrHeapVar795> LONG
                                    5
IDL> ptr_Free, !tester
IDL> !tester = Ptr_New(/ALLOCATE_HEAP)
IDL> help, /heap
Heap Variables:
  # Pointer: 1
  # Object: 0
<PtrHeapVar2> UNDEFINED = <Undefined>
Thanks for the tip and the fish story, Ben! :-)
Cheers.
David
```

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Tough System Variable Question for the IDL Gurus Posted by David Fanning on Thu, 12 Nov 2009 01:51:36 GMT View Forum Message <> Reply to Message

David Fanning writes:

```
> Maybe a pointer *will* work.
>
> IDL> defsysv, '!tester', Ptr_New(5)
> IDL> help, !tester
> <Expression> POINTER = <PtrHeapVar795>
> IDL> help, *!tester
> <PtrHeapVar795> LONG = 5
> IDL> ptr_Free, !tester
> IDL> !tester = Ptr_New(/ALLOCATE_HEAP)
> IDL> help, /heap
> Heap Variables:
```

```
# Pointer: 1
>
>
    # Object: 0
> <PtrHeapVar2> UNDEFINED = <Undefined>
Well, this could be confusing. Let me take my example
all from the same IDL session:
IDL> defsysv, '!tester', Ptr_New(5)
IDL> help, !tester
<Expression> POINTER = <PtrHeapVar1>
IDL> help, *!tester
<PtrHeapVar1> LONG
                                  5
IDL> Ptr_Free, !tester
IDL> !tester = Ptr_New(/Allocate_Heap)
IDL> help, !tester
<Expression> POINTER = <PtrHeapVar2>
IDL> help, *!tester
<PtrHeapVar2> UNDEFINED = <Undefined>
IDL> help, /heap
Heap Variables:
  # Pointer: 1
  # Object: 0
<PtrHeapVar2> UNDEFINED = <Undefined>
IDL> Ptr_Free, !tester
IDL> help, /heap
Heap Variables:
  # Pointer: 0
  # Object: 0
Cheers.
David
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```