
Subject: Re: Q: debuggging widget applications in IDL 5

Posted by [davidf](#) on Fri, 30 Jan 1998 08:00:00 GMT

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Jack Saba (jackxxx@magusxxx.stx.com) writes:

- > In IDL 4, when an error occurs in a widget application that uses
- > XMANAGER, the program stops in the module that caused the error.
- > IDL tells you what line the error occurred on and you can look at the
- > variables to get a handle on the problem. With IDL 5, XMANAGER catches
- > the error and returns a message that starts something like
- >
- > XMANAGER: Caught unexpected error from client application.
- >
- > You are not thrown out to the IDL prompt, and you are not told what
- > module the error occurred in.
- >
- > Is there any way to get IDL to behave the way it did in IDL 4, or at
- > least to tell you where the error occurred? I tried using the new
- > CATCH=0 option on the XMANAGER statement, but either I haven't figured
- > out how to use it, or this isn't the solution.

I can't figure it out, either. When I set Catch=0 on my Windows NT machine (IDL 5.0.3) my widgets programs don't run at all. Ever. I don't **think** this is how it is suppose to work, but nothing I've tried works except just removing the CATCH=0 keyword.

I deal with the problem of where an error occurs by writing small, very modular event handlers and by having my own CATCH error handling in these modules. In this way, I always know in which module the error occurs. And because the module is small, a few minutes of detective work can usually isolate the problem.

But I do wish there was a better solution. What would be ideal is for there to be a !Line_Number_Error system variable that gets set whenever an error occurs in a program module.

Cheers,

David

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