
Subject: Re: How to make IDL be quiet

Posted by [Michael Wallace](#) on Wed, 17 Dec 2003 20:08:21 GMT

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>> I'm sure you *think* this is what you want to do.
>> But I'm also sure that if you succeed in doing it,
>> it won't be long before you see what a really bad
>> idea this is. :-)
>
> ...
>
>> a silent Catch that I don't have too much sympathy for
>
>
> Despite David's current peevishness, CATCH is definitely a strong
> contender for what you want. David is right though, you need to have
> pretty good policy regarding how errors get handled and get passed up
> the chain.
>
> Other contenders are ON_ERROR and ON_IOERROR. ON_ERROR doesn't give
> you much control; sometimes ON_IOERROR is required to catch I/O errors
> I believe (and "I/O" includes typecasts).

Thanks to everyone who's responded (and so quickly too)! !QUIET,
ON_ERROR, ON_IOERROR, CATCH, and message seem to be the set of commands
I want.

And David, I understand your concern that turning off messages is a Bad
Idea(TM). And I completely agree with you on this. My original
question was not asked just so I could turn off error handling and
ignore everything, but so that I could do my own error handling and my
own messages. Yes, I am taking on an extra responsibility by doing this
and accept this responsibility.

> Eventually you learn coping skills.

Tell me about it! Isn't it enough to cope with just the language in
general?! I'm a software developer and the past several years I've been
mainly working with Java, a little C/C++, and a couple other languages.

I've started learning IDL since that's the language of choice of the
physicists I work with and I need to start incorporating the advanced
plotting capabilities into my other software. It was a little culture
shock laying eyes on IDL for the first time -- so-called 'objects' and
pointers just made me grimace. But, I'm slowly learning how to cope. ;-)

Mike W
