
Subject: Re: How to make IDL be quiet

Posted by [Craig Markwardt](#) on Wed, 17 Dec 2003 03:44:54 GMT

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David Fanning <davidf@dfanning.com> writes:

> mwallace.removethismunge@swri.edu.invalid writes:

>

>> I'm quite new to IDL, so hopefully this will be a simple question for

>> the rest of you.

>>

>> How can I prevent IDL from printing out all the nominal messages such as

>> "% Compiled Module: FOO" or "% Loaded DLM: BAR"? I'd rather that IDL

>> just be quiet and only report something to the terminal if there were a

>> serious error or if I use a print statement from within my program.

>>

>> I also have a couple places in my code where an error could be expected.

>> In those particular cases, I still want the error handling on and

>> !ERROR_STATE to be filled with the correct values, but I don't want to

>> show this error since I will be handling it and the program will

>> continue execution. So, in short, how do I get control over what's

>> written to the terminal?

>

> 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).

As to your first question, there is some newfangled compile option which can turn off the "compiled" messages, but I don't bother. Eventually you learn coping skills.

Craig

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