
Subject: Re: Destroying objects

Posted by [David Fanning](#) on Mon, 16 Feb 2004 18:18:44 GMT

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Andy Meigs writes:

- > Starting to work on objects as well using Martin Schlutz's mgs_objects base
- > class system-- mighty frustrating when 'errors' (probably not of Martin's,
- > but of my ignorance in how to use his code) occur several superclasses from
- > the class you have written.

Yes, well, one of the things we *have* done right in our library is implement excellent error handling. The problem we had originally was cascading error messages. Something would happen way down deep, and the message would propagate up the entire object chain. It sounded like one of those fire alarms you can't turn off. :-(

Very disconcerting to new users of the library.

We figured out a way to indicate that the error was already "handled" so objects further up the chain could just pass it silently. Users get one error, and the traceback points to the right place 99.9% of the time. Note that this is a different technique from handing the *error* silently, which is what the iTool library does. Using the latter method, you can be frustrated for weeks on end, since it takes four or five times as long to realize you *have* an error than it does to fix it. :-)

Cheers,

David

P.S. Part of my frustration last week turned out to be--don't you know--a...uh, programmer error. I've got to get the ol' Sherlock Holmes manual out again, but I'm pretty sure one of the first rules is "check your assumptions". :-(

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
