

---

Subject: Re: IDLVM and retail

Posted by [David Fanning](#) on Fri, 08 Sep 2006 15:28:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

JD Smith writes:

- > Keep
- > in mind that there are many many event callback procedure operating
- > simultaneously, so you don't want to put a CATCH statement in all of
- > them (plus it's slow for each motion event to call CATCH).

Ben's follow up this morning reminded me that I meant to ask about this.

Do you have evidence that a CATCH statement is slow?

I pretty much put CATCH error handlers in ALL my event handlers, including those used in draw widgets for motion events. I have never noticed that these were "slow". Or, rather, I've never thought speed was a problem for anything I was doing with motion events.

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.")

---