
Subject: Re: IDLVM and retail

Posted by [David Fanning](#) on Thu, 07 Sep 2006 19:14:12 GMT

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JD Smith writes:

> Imagine you are in some deep level of the calling stack in a complex
> widget program, and an error occurs. If you are running
> interactively, you'd like to report the error to the user with a
> dialog, and then after they dismiss it, continue running the
> application. The only way to do this simply is to use RETALL, which
> returns all the way to the active command line (a fact many have
> discovered: when a widget app crashes, use RETALL and you're often
> back in business).

But why use RETALL!? I've always just used RETURN
in these cases and widget programs continue to
run pretty much forever, VM or not. Is there someplace
you are trying to get to with RETALL that you don't
get to with RETURN?

Can this be a difference between Windows and UNIX?

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
