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Subject: Re: Generating errors

Posted by [David Fanning](#) on Thu, 16 Nov 2006 17:50:29 GMT

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Braedley writes:

> Sorry for the confusion. The program will make changes to parts of  
> it's state structure. In doing so, the original event sent by the user  
> can no longer be performed until the user triggers the event again,  
> after the problem has been fixed, so the error handler returns out of  
> the event handler and waits for another event. If the user does  
> totally \*\*\*\* things up, there is another option for him, but he still  
> does have to reload all the data he was working on. And I was already  
> using the same type of error handler that you suggested.

Sounds like we are on the same page then. :-)

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.")

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