
Subject: Re: Generating errors

Posted by [David Fanning](#) on Thu, 16 Nov 2006 15:47:57 GMT

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Braedley writes:

```
> Is the any way to generate a generic error if a given condition fails?
> For example:
>
> catch, the_error
> if the_error ne 0 then begin
>   ;fix what needs to be fixed
>   catch, /cancel
>   return ;so the user can try again
> endif
>
> ;some other code
>
> if n ne (*state).m then begin
>   ;do something to notify user
>   ;throw the error
> endif
>
> ;some more code that may generate errors
>
>
> BTW, this is in the event handler of a widget program, and it's assumed
> that the problem can be fixed before the user tries again.
> Is there any well defined mechanism to do what I want, or do I have to
> do something like
>
> a=intarr(3)
> a[4]=0
>
> in order to generate my error?
```

If you are going to fix the error, then you want it fixed in THIS module. Don't RETURN out of your error handler code! (Unless you plan to fix something that is in the state or info structure.) If you don't RETURN, you will run through the code again. (The CATCH, /CANCEL in your error handler code will prevent you from getting into an infinite loop if you don't **completely** fix the problem! :-)

In terms of throwing an error, the MESSAGE command is usually used for this purpose. See the document ion for my ERROR_MESSAGE program for how to Catch and Throw errors.

Cheers,

David

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.")
