Subject: Generating errors

Posted by Braedley on Thu, 16 Nov 2006 15:32:00 GMT

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?