
Subject: Re: how to determine current position in a program??

Posted by [Foldy Lajos](#) on Tue, 22 Jan 2008 18:04:19 GMT

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

On Tue, 22 Jan 2008, Mark wrote:

> Hello.
>
> I was wondering if anyone would offhand have any idea of how to go
> about determining which line number a program is at at a certain time.
> That is to say, I would like a program to print a message something
> like "at line 1234", where 1234 is the actual line number in the code.
>
> For example, I'd originally have:
>
> pro junk,xxx
> print,'1'
> print,'2'
> print,'you are now at this line in the code ',3
> return
> end
>
> Of course, I'd want to modify the code endless times to get something
> like:
>
>
> pro junk,xxx
> print,'1'
> print,'2'
> x=0. ;line 3
> x=x+1. ;line 4
> print,'you are now at this line in the code ',some_function()
> return
> end
>
> That is to say, I'd like have some_function() return the number 5,
> since it's being called at line 5 in the code. I don't want to
> constantly have to be changing my print statements, in other words.
>
> When programs crash you get an output to the effect that things came
> to a halt at such and such a line in one unit or another, so it seems
> like IDL might have the capability of knowing which line of a code is
> being executed at any given time.... Does anyone know if this can be
> done without too much pain and anguish.....
>
> Thanks all,
>
> Mark

>

```
function some_function
  traceback=scope_traceback(/struct)
  return, traceback[n_elements(traceback)-2].line
end
```

regards,
lajos
