
Subject: Re: Use of STOP inside an IF statement
Posted by [Chris\[5\]](#) on Tue, 17 Jun 2008 18:16:09 GMT
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On Jun 17, 7:46 am, Benjamin.R.Ev...@gmail.com wrote:

> I currently have:
>
> spawn, 'mkdir '+output_dir, message
> IF (string(message)) then begin
> print, message
> stop
> ENDIF
>
> But the stop command will not work inside the IF statment but it will
> work
> outside the IF statment. I need it to be inside the IF statement so
> that the program
> stops if a message is printed out.
>
> Any help would be appreciated.
>
> Ben

The code looks fine. Have you considered the fact that the if statement isn't true? For example, on my linux machine at least, if I call mkdir through spawn and attempt to create an illegal directory (one that already exists, for example), I get an error message printed directly to the terminal, but not returned to the message variable. In this case, your if loop fails to fire. The error message WOULD be displayed to the screen but, if this if statement is embedded in some sort of computationally intensive region of code, there tends to be a lag between when messages are sent to the the terminal and when they show up, leading you to think that it's not printing at all.

chris
