Subject: Re: AVALANCHE.PRO .... games in IDL FTW
Posted by jeanh on Tue, 22 Dec 2009 13:33:55 GMT

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> Well then whats the best way to kill the program when you get hit?

RETURN

> see? I'm not that bad... Also, is there a better way to make the
> program bomb (in case of some error) without making it 'go to' the
> end?

look at "Error Handling" in the help file

Jean