
Subject: Re: Simple question regarding CATCH,/CANCEL
Posted by [Paul Van Delst\[1\]](#) on Tue, 28 Sep 2010 22:51:24 GMT
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David Fanning wrote:

```
> mgalloy writes:
>
>> In my experience, typical use of CATCH, /CANCEL is like:
>>
>> catch, error
>> if (error ne 0L) then begin
>>   catch, /cancel
>>   ... handle error ..
>> endif
>>
>> The CATCH, /CANCEL is used to turn off CATCH-ing errors in the "...
>> handle error ..." part -- this would cause a recursive loop in the error
>> handling code if an error was encountered in the error handling code itself.
>
> Outside of debugging code, this is about the only way I
> ever use it, too.
```

O.k., good to know.

I can now delete all the superfluous "CATCH,/CANCEL"'s in my code.

```
> I could see using it inside a function that had an
> ON_ERROR, 2 condition that I wanted to temporarily
> override to catch an anticipated error in the function.
> When I got past the danger spot I might cancel the
> Catch so that the normal RETURN from the function was
> in effect.
```

Hmm. I no longer use ON_ERROR because CATCH seems to, well, catch everything error-wise.

I do the following for temporary overrides via a ubiquitous Debug keyword:

```
IF ( KEYWORD_SET(Debug) ) THEN BEGIN
  MESSAGE, '--> Entered.', /INFORMATIONAL
  MsgSwitch = 0
ENDIF ELSE BEGIN
  CATCH, Error_Status
  IF ( Error_Status NE 0 ) THEN BEGIN
    CATCH, /CANCEL
    MESSAGE, !ERROR_STATE.MSG
  ENDIF
  MsgSwitch = 1
ENDELSE
```

(with similar for functions)

All my subsequent error message output does something like

```
MESSAGE, 'an error has occurred', NONAME=MsgSwitch, NOPRINT=MsgSwitch
```

If I set Debug, the error msg is output and execution stops so I can interactively inquire what happened.

If I don't set Debug, the error msg is output and the error handler takes over and the error bubbles up the call chain.

I think I'm doing something twice here that doesn't need doing.... or I'm leaving something out... can't remember which.

But it works pretty well. :o)

cheers,

paulv
