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Subject: Re: IDL 8.0 bug -- line number of errors not given  
Posted by [chris\\_torrence@NOSPAM](#) on Tue, 12 Oct 2010 19:45:39 GMT  
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On Oct 12, 12:11 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:

> On Oct 12, 2:35 pm, wlandsman <wlands...@gmail.com> wrote:

>

>> I'm not sure if this IDL 8.0 bug has been mentioned. (At least I  
>> think it is a bug -- perhaps someone can convince me that it is a  
>> feature.)

>

> I had not noticed this before. It seems to only happen when 'on\_error,  
> 2' is used.

Hi all,

This is by design. When developing the new graphics, we noticed that many of the error messages had overly-long stack traces, because `on_error,2` always dumped out the stack trace from where the error message was triggered. We changed it in IDL 8.0, so that now it only prints out the stack trace from where IDL actually stops execution. For `on_error,2` this is the "caller of the program unit that called `ON_ERROR`".

The general philosophy is that `on_error,2` should be used for "library" routines, where the caller should not need to care about the internal workings of the library. If you are writing your own routines, or are debugging an existing routine, then I would recommend that you disable the `on_error,2` command until you have completed your routine and are ready to "release" it. I think the IDL help for `ON_ERROR` mentions this.

Two points:

- \* There was a bug in IDL 8.0, where this change also affected `on_error,1`. This has been fixed in the upcoming patch - `on_error,1` will again behave the way it did before.

- \* This change in behavior was unfortunately left out of the release notes and the documentation. This has been corrected.

Hope this hasn't caused too much confusion.

Cheers,  
Chris  
ITTVIS

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