
Subject: Re: Error Handling Change in IDL 8

Posted by on Wed, 20 Oct 2010 09:58:28 GMT

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On Oct 19, 9:13 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:

> On Oct 19, 5:09 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:

>

>> I do not feel strongly about this, but it is looking like it would be
>> better to either revert to the old behavior in the next release, or
>> make it a preference. I find it better to use a preference, that way
>> everybody can have their preferred behavior. The same way that in a
>> static compiled language there is the option to tell the compiler to
>> add traceback information and runtime checks.

>

> Though it may only take a few more bugs in Graphics where "on_error,2"
> was used to make me feel strongly in favor of the old behavior. That
> last one (with window()'s title) was found and dealt with, despite the
> troubles with on_error and setting breakpoints.

Maybe a guide from ITTVIS on IDL error handling would be helpful in many situations. Is this available?
