Subject: Re: Error Handling Change in IDL 8
Posted by penteado on Tue, 19 Oct 2010 19:13:32 GMT
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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.