
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.
