Subject: Another Call_Procedure Surprise
Posted by David Fanning on Wed, 26 Jan 2011 17:58:49 GMT
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Folks,

I had another Call_Procedure surprise this morning. (You recall that Call_Procedure doesn't flush the graphics pipeline on UNIX machines, discovered last week.) This morning I learned it is impossible to catch errors generated when Call_Procedure fails. In fact, there is no way to *determine* if Call_Procedure has failed!

I had to cobble something together in my FSC_Window program. (I've been working on improved error handling and messages this morning.) What I do in the module that uses Call_Procedure is assume failure. (Always a pretty safe bet!) Then I reset the !Error_State system variable before I use Call_Procedure.

```
success = 0
Message, /RESET
Call_Procedure, ....
```

If an error occurs, the !Error_State.MSG field will be set to the error message. If it is still a null string, I probably executed the command successully, so I can change my success flag.

```
IF !Error_State.MSG EQ "" THEN success = 1
```

I'll make some notes about this when I get a few spare minutes, but I thought it was worth mentioning.

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")