
Subject: Re: ERROR_MESSAGE

Posted by [Allard de Wit](#) on Fri, 23 Sep 2011 07:57:38 GMT

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Dear Wayne,

The solution is to put a RETALL or RETURN inside the error handler:

```
Catch, error_status
IF error_status NE 0 THEN BEGIN
  Catch, /CANCEL
  void = Error_Message()
  RETURN
ENDIF
```

This will get you out of the offending routine with all the pop-ups and still get you the traceback information that you want. Depending on what the program does with the error, you may even want to replace the RETURN statement with a "Message, /REISSUE_LAST" to propagate the error up to an error handler at a higher level.

Allard
