Subject: Re: MESSAGE (used in VM) invokes DIALOG_MESSAGE: Can this be suppressed?
Posted by MarioIncandenza on Tue, 22 Apr 2014 17:07:10 GMT

On Monday, April 21, 2014 3:25:59 PM UTC-7, Chris Torrence wrote:
> Okay, I've tracked this down

1) At this point, we should take a breath and think about what users might want. I expect that people developing pure GUI apps might rely on the DIALOG_MESSAGE() behavior. There just needs to be a way to suppress it.

2) A CATCH block might solve my immediate issue. Can I have a single CATCH block that will affect all of my subroutines, or do I need to copy the catch block into each subroutine?

Thanks for hunting this down!!

--Edward H.