
Subject: Re: MESSAGE (used in VM) invokes DIALOG_MESSAGE: Can this be suppressed?

Posted by chris_torrence@NOSPAM on Tue, 22 Apr 2014 17:44:32 GMT

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On Tuesday, April 22, 2014 11:07:10 AM UTC-6, Edward Hyer wrote:

> On Monday, April 21, 2014 3:25:59 PM UTC-7, Chris Torrence wrote:

>

>> Okay, I've tracked this down

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> 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.

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> 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?

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> Thanks for hunting this down!!

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> --Edward H.

Hi Edward,

You just need to have a catch block at the top-most level of your program. For example, if everything starts out in a single routine, then you can just put the single catch there (and make sure every subroutine has on_error,2). However, if you have a widget app with event handlers, then each event handler needs to have its own catch.

-Chris