
Subject: Re: Caught in a catch loop

Posted by [Markus Schmassmann](#) on Wed, 18 Oct 2017 14:21:18 GMT

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On 10/18/2017 03:48 PM, LNpellen wrote:

```
> I'm not used to CATCH - I strive to write the code robust enough to
> not cause errors. No I need it and seem to not understand how.
>
> Using RESTORE with a not valid save file causes
> % RESTORE: Not a valid save file:
>
> So I try with this catch, but the error occurs even though I get the
> dialog With the error-message I wrote (looping until I have to crash
> the program).
>
> What have I misunderstood?
>
>
> CATCH, err_stat
> IF err_stat NE 0 THEN BEGIN
>   CATCH, /CANCEL
>   sv=DIALOG_MESSAGE('Not valid .sav file: '+adr, /INFORMATION)
> ENDIF
> RESTORE, adr
```

after pressing OK in the dialog window, the process continues, i.e. it tries again to run

```
RESTORE, adr
```

therefore after the line

```
sv=DIALOG_MESSAGE('Not valid .sav file: '+adr, /INFORMATION)
```

you have to either do something to fix `adr` to a correct filename, or you have to abort the process, e.g. by a `RETURN`

alternatively you can replace the `DIALOG_MESSAGE` function by

```
message, 'Not valid .sav file: '+adr
```

in which case the program would stop at this line and the user could enter a correct filename by entering at the console

```
IDL> adr='filename.sav'
IDL> .c
```

another possibility,

```
adr = DIALOG_PICKFILE(filter='*.sav',/must_exist,title='Not valid .sav  
file: '+adr)  
if adr eq "" then begin message, 'no file selected' & return & endif
```

I hope one of these is what you are looking for, Markus
