
Subject: Re: Use of STOP inside an IF statement
Posted by [David Fanning](#) on Tue, 17 Jun 2008 17:54:44 GMT
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Benjamin.R.Evans@gmail.com writes:

> But the stop command will not work inside the IF statment but it will
> work
> outside the IF statment. I need it to be inside the IF statement so
> that the program
> stops if a message is printed out.

Are you sure you mean "STOP"? I would think you would want a RETURN here. But, in any case, there is no reason you can't have a STOP inside of an IF statement. It is identical to a breakpoint.

But I think there is something else going on here that is confusing you.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Use of STOP inside an IF statement
Posted by [Brian Larsen](#) on Tue, 17 Jun 2008 18:01:12 GMT
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> But I think there is something else going on here that
> is confusing you.

As is the norm, I think that David is right here. Your command:

spawn, 'mkdir '+output_dir, message
will not have any output unless there is an error in the creation. So the statement:

IF (string(message)) then begin
is a little odd as you are testing " (nothing), with IF. You probably want something more like:
IF strlen(String(message)) ne 0 then begin ;; print an error message
and go about you business

The reason that you are never hitting the STOP is that the IF

statement is never true.

Cheers,

Brian

Brian Larsen
Boston University
Center for Space Physics
<http://people.bu.edu/balarsen/Home/IDL>

Subject: Re: Use of STOP inside an IF statement
Posted by [Chris\[5\]](#) on Tue, 17 Jun 2008 18:16:09 GMT
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On Jun 17, 7:46 am, Benjamin.R.Ev...@gmail.com wrote:

```
> I currently have:
>
> spawn, 'mkdir '+output_dir, message
> IF ( string(message) ) then begin
>   print, message
>   stop
> ENDIF
>
> But the stop command will not work inside the IF statment but it will
> work
> outside the IF statment. I need it to be inside the IF statement so
> that the program
> stops if a message is printed out.
>
> Any help would be appreciated.
>
> Ben
```

The code looks fine. Have you considered the fact that the if statement isn't true? For example, on my linux machine at least, if I call mkdir through spawn and attempt to create an illegal directory (one that already exists, for example), I get an error message printed directly to the terminal, but not returned to the message variable. In this case, your if loop fails to fire. The error message WOULD be displayed to the screen but, if this if statement is embedded in some sort of computationally intensive region of code, there tends to be a lag between when messages are sent to the the terminal and when they show up, leading you to think that it's not printing at all.

chris

Subject: Re: Use of STOP inside an IF statement
Posted by [Brian Larsen](#) on Tue, 17 Jun 2008 21:56:10 GMT
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> spawn, 'mkdir '+output_dir, message

Ben,

the other thing that occurs to me is that you ought to use the IDL routine FILE_MKDIR not spawn for this application. It will be faster, more portable, and behave in the way that you want.

do a help on directory to see all the commands you can use.

Cheers,

Brian

Brian Larsen
Boston University
Center for Space Physics
<http://people.bu.edu/balarsen/Home/IDL>

Subject: Re: Use of STOP inside an IF statement
Posted by [Jeremy Bailin](#) on Wed, 18 Jun 2008 18:19:16 GMT
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On Jun 17, 1:46 pm, Benjamin.R.Ev...@gmail.com wrote:

> I currently have:

>

> spawn, 'mkdir '+output_dir, message

> IF (string(message)) then begin

> print, message

> stop

> ENDIF

>

> But the stop command will not work inside the IF statment but it will

> work

> outside the IF statment. I need it to be inside the IF statement so

> that the program

> stops if a message is printed out.

>
> Any help would be appreciated.
>
> Ben

Why don't you just use the MESSAGE procedure, since it is virtually the same thing as a PRINT followed by a STOP?

-Jeremy.
