Subject: Re: Simple question regarding CATCH,/CANCEL Posted by Michael Galloy on Tue, 28 Sep 2010 21:57:34 GMT

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On 9/28/10 3:28 PM, Paul van Delst wrote:

> Hello.

>

> I use CATCH error handling in just about all of my IDL procedures/functions.

>

- > If no error occurs, do I need a
- > CATCH, /CANCEL
- > at the end of the pro/func? Or does exiting the pro/func cancel the error handling that was established on entry
- > automatically?

>

- > The documentation doesn't explicit state what happens, although the example does *not* have a "CATCH,/CANCEL" before the
- > END (I also recall reading a post on this newsgroup stating that it was not necessary to CANCEL and error handler for
- > normal termination).

In my experience, typical use of CATCH, /CANCEL is like:

catch, error
if (error ne 0L) then begin
catch, /cancel
... handle error ..
endif

The CATCH, /CANCEL is used to turn off CATCH-ing errors in the "... handle error ..." part -- this would cause a recursive loop in the error handling code if an error was encountered in the error handling code itself.

Mike

--

www.michaelgalloy.com Research Mathematician Tech-X Corporation

Subject: Re: Simple question regarding CATCH,/CANCEL Posted by David Fanning on Tue, 28 Sep 2010 22:18:33 GMT

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mgalloy writes:

> In my experience, typical use of CATCH, /CANCEL is like:

>

- > catch, error
- > if (error ne 0L) then begin
- > catch, /cancel
- > ... handle error ..
- > endif

>

- > The CATCH, /CANCEL is used to turn off CATCH-ing errors in the "...
- > handle error ..." part -- this would cause a recursive loop in the error
- > handling code if an error was encountered in the error handling code itself.

Outside of debugging code, this is about the only way I ever use it. too.

I could see using it inside a function that had an ON_ERROR, 2 condition that I wanted to temporarily override to catch an anticipated error in the function. When I got past the danger spot I might cancel the Catch so that the normal RETURN from the function was in effect.

Cheers,

David

--

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

Subject: Re: Simple question regarding CATCH,/CANCEL Posted by Paul Van Delst[1] on Tue, 28 Sep 2010 22:51:24 GMT View Forum Message <> Reply to Message

```
David Fanning wrote:
```

> mgalloy writes:

>

>> In my experience, typical use of CATCH, /CANCEL is like:

>>

- >> catch, error
- >> if (error ne 0L) then begin
- >> catch. /cancel
- >> ... handle error ..
- >> endif

>>

>> The CATCH, /CANCEL is used to turn off CATCH-ing errors in the "...

- >> handle error ..." part -- this would cause a recursive loop in the error
- >> handling code if an error was encountered in the error handling code itself.

>

- > Outside of debugging code, this is about the only way I
- > ever use it, too.

O.k., good to know.

I can now delete all the superfluous "CATCH,/CANCEL"'s in my code.

- > I could see using it inside a function that had an
- > ON ERROR, 2 condition that I wanted to temporarily
- > override to catch an anticipated error in the function.
- > When I got past the danger spot I might cancel the
- > Catch so that the normal RETURN from the function was
- > in effect.

Hmm. I no longer use ON_ERROR because CATCH seems to, well, catch everything error-wise.

I do the following for temporary overrides via a ubiquitous Debug keyword:

```
IF (KEYWORD_SET(Debug)) THEN BEGIN
MESSAGE, '--> Entered.', /INFORMATIONAL
MsgSwitch = 0
ENDIF ELSE BEGIN
CATCH, Error_Status
IF (Error_Status NE 0) THEN BEGIN
CATCH, /CANCEL
MESSAGE, !ERROR_STATE.MSG
ENDIF
MsgSwitch = 1
ENDELSE
```

(with similar for functions)

All my subsequent error message output does something like

MESSAGE, 'an error has occurred', NONAME=MsgSwitch, NOPRINT=MsgSwitch

If I set Debug, the error msg is output and execution stops so I can interactively inquire what happened.

If I don't set Debug, the error msg is output and the error handler takes over and the error bubbles up the call chain.

I think I'm doing something twice here that doesn't need doing.... or I'm leaving something out... can't remember which.

But it works pretty well. :o)

cheers.	cl	ne	e	rs.
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paulv