Subject: Catched in a catch loop

Posted by LNpellen on Wed, 18 Oct 2017 13:48:35 GMT

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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

-Ellen

Subject: Re: Catched in a catch loop Posted by Jim Pendleton on Wed, 18 Oct 2017 14:10:37 GMT View Forum Message <> Reply to Message

On Wednesday, October 18, 2017 at 7:48:37 AM UTC-6, 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
>
> -Ellen
```

You will want a RETURN of some sort after your DIALOG\_MESSAGE call otherwise the code will continue to run past the ENDIF statement. In this case it would execute the RESTORE a second time and stop.

Subject: Re: Catched in a catch loop Posted by Markus Schmassmann on Wed, 18 Oct 2017 14:21:18 GMT View Forum Message <> Reply to Message

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

Subject: Re: Catched in a catch loop Posted by LNpellen on Thu, 19 Oct 2017 05:21:15 GMT View Forum Message <> Reply to Message

Thank you! First I got a compilation error with the RETURN as it is within a function, but when I made it RETURN, -1 it worked out.

CATCH, err\_stat

IF err\_stat NE 0 THEN BEGIN

CATCH, /CANCEL

sv=DIALOG\_MESSAGE('Not valid .sav file: '+adr, /INFORMATION)

RETURN, -1

ENDIF

RESTORE, adr