Subject: Re: Fatal error kills app in try/catch - - Why?
Posted by nlneilson on Tue, 21 Dec 2010 02:54:57 GMT

Another way this can be handled is:

```
    try{
 Vector<String> vBL = Split(BLoc, ',');
 if(vBL.GetCount() < 3){ BaseLoc<<= "Invalid data " + BLoc; return;}
```
In the BaseLoc EditField a user is informed the data is incorrect and the data input is still there.
Since space is an issue that is preferred rather than the big Exclamation() pop up. The third data
field is Altitude which is used a few lines down in the code.

Searching the net found for Vector .size() that worked but the Upp pop up had the option of
.GetCount.

What difference is there for .size or .GetCount?
edit: Apparently they are the same except .getCount was not introduced until VC++ 7.0.
http://www.codeguru.com/forum/showthread.php?t=333640

Now to search the MyApps directory for Vector and add this error handling where necessary,
much easier than getting a bug report and fixing it later.

Neil