Subject: Re: Capture division by zero
Posted by koldo on Tue, 27 Oct 2020 09:58:06 GMT
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CrashHandler works only in DEBUG and is connected to TheIDE so when debugging you can capture floating point (FP) and other problems. Production code could not use CrashHandler.

This feature is already included in U++ (file App.cpp has signal(SIGFPE, and more), although it inside an #ifdef Linux.

Division by zero and other FP errors, are errors and have to be debugged. Just imagine two situations:
- The calculation of your bank account balance is infinite :)
- The controller that determines the direction of your car with automatic driving sets an infinite angle :(

I do not want my code to fall in these situations.