Subject: How to respond when memory is exceeded
Posted by koldo on Wed, 16 Oct 2024 07:41:57 GMT
View Forum Message <> Reply to Message

Hi all

Now, when you want to allocate a variable that is too large, the internal function calls Panic() and aborts the program. For the programmer, it is only possible to call InstallPanicMessageBox() first, so that just before closing the program, a defined function is called.

I wanted to ask you if it would be possible that in this case, the user function decides if the program stops or not. For example, imagine a design program that wants to open a file that is too big: instead of crashing the program, the PanicMessageBox() could do a throw with a warning that the file to be opened is too big, and the program would return to the previous state.