
Subject: How to respond when memory is exceeded
Posted by [koldo](#) on Wed, 16 Oct 2024 07:41:57 GMT
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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.
