

art - Feature #2701

turn off exception catching

05/11/2012 09:15 AM - Herbert Greenlee

Status: Closed	Start date: 05/11/2012
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	Spent time: 0.00 hour
Scope: Internal	SSI Package:
Experiment: -	
Description I would like to add an option to disable catching of fatal c++ exceptions by the art framework.	

History

#1 - 08/24/2012 12:14 PM - Christopher Green

- Status changed from New to Closed

Unfortunately this is not possible. It is already possible to cause an exception to be propagated up to the OS, but this necessarily involves catching and re-throwing the exception, sometimes more than once. We have discussed offline I believe, the correct way to set a breakpoint on the throw or catch. Please contact us offline if you have any further problems with this.