

Re: How to force the program to continue after unhandled exception detection

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-03/msg00919.html>

- *From:* "Peter Duniho" <NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sat, 08 Mar 2008 10:50:48 -0800
-

On Sat, 08 Mar 2008 09:45:03 -0800, Peter Duniho <NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx> wrote:

[...]

The only problem is that I get stucked in VSNET2005 when such an "unhandled" exception occurs.

I'm not aware of any setting in VS2005 that will allow the debugger to ignore exceptions that would be handled by the .NET GUI thread exception handler. That doesn't mean the setting doesn't exist, it just means I don't know where it is if it does.

I take that back. A few minutes of looking revealed to me that in the Debug/Exceptions... menu, if you uncheck the "User-unhandled" column for an exception, then as long as that exception is handled _somewhere_ (for example, in the Application class's default exception handler, which is active when you subscribe to the ThreadException event), the debugger won't interrupt the program.

I still assert that if your application is dependent on this sort of thing, there's something wrong with the design, and I also don't understand why you aren't able to continue after the exception when it's being handled (that works fine for me). But it appears to me that you can get VS to do exactly what you want, however inappropriate it might be to do so.

Pete

.