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## HyperCard: No Error Messages from Palette Buttons (7/92)

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TOPIC -----

A message sent by a button on a palette seems to disappear, neither correct response nor error message. Checkpoints added to handler are not triggered when the palette button is clicked.

DISCUSSION -----

Cause: Error messages are not issued by HyperTalk when processing messages from palettes. This causes palettes to appear disabled when carried into irrelevant environments, rather than seeming to have malfunctioned. If the problem is a runtime error, it can be detected by checkpoints in the handler; however, if it is a compilation error (in the nature of "can't understand"), the message is intercepted, but no handler is executed.

Workaround: Create a card button that sends the same message. This allows normal debugging of the problem handler. When you're finished, remove the card button.

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