

errprintf() — Format output and display as error message

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Description

`errprintf()` is a convenience tool for displaying an error message.

`errprintf(...)` is equivalent to `printf(...)` except that it executes `displayas("error")` before the `printf()` is executed; see [M-5] [printf\(\)](#) and [M-5] [displayas\(\)](#).

Syntax

```
void errprintf(string scalar fmt, r1, r2, ... , rN)
```

Remarks and examples

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You have written a program. At one point in the code, you have variable `fn` that should contain the name of an existing file:

```
if (!fileexists(fn)) {
    // you wish to display the error message
    // file ____ not found
    exit(601)
}
```

One solution is

```
if (!fileexists(fn)) {
    displayas("error")
    printf("file %s not found\n", fn)
    exit(601)
}
```

Equivalent is

```
if (!fileexists(fn)) {
    errprintf("file %s not found\n", fn)
    exit(601)
}
```

It is important that you either `displayas("error")` before using `printf()` or that you use `errprintf()`, to ensure that your error message is displayed (is not suppressed by a [quietly](#)) and that it is displayed in red; see [M-5] [displayas\(\)](#).

Conformability

`errprintf(fmt, r1, r2, ..., rN)`

<i>fmt</i> :	1 × 1
<i>r</i> ₁ :	1 × 1
<i>r</i> ₂ :	1 × 1
...	
<i>r</i> _{<i>N</i>} :	1 × 1
<i>result</i> :	<i>void</i>

Diagnostics

`errprintf()` aborts with error if a *%fmt* is misspecified, if a numeric *%fmt* corresponds to a string result or a string *%fmt* corresponds to a numeric result, or there are too few or too many *%fmts* in *fmt* relative to the number of *results* specified.

Also see

[M-5] `displayas()` — Set display level

[M-5] `error()` — Issue error message

[M-5] `printf()` — Format output

[M-4] **IO** — I/O functions