

go-errors/errors

build error

Package errors adds stacktrace support to errors in go.

This is particularly useful when you want to understand the state of execution when an error was returned unexpectedly.

It provides the type `*Error` which implements the standard golang error interface, so you can use this library interchangeably with code that is expecting a normal error return.

Usage

Full documentation is available on [godoc](#), but here's a simple example:

```
package crashy

import "github.com/go-errors/errors"

var Crashed = errors.Errorf("oh dear")

func Crash() error {
    return errors.New(Crashed)
}
```

This can be called as follows:

```
package main

import (
    "crashy"
    "fmt"
    "github.com/go-errors/errors"
)

func main() {
    err := crashy.Crash()
    if err != nil {
        if errors.Is(err, crashy.Crashed) {
            fmt.Println(err.(*errors.Error).ErrorStack())
        } else {
            panic(err)
        }
    }
}
```

Meta-fu

This package was original written to allow reporting to [Bugsnap](#) from [bugsnag-go](#), but after I found similar packages by Facebook and Dropbox, it was moved to one canonical location so everyone can benefit.

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