

Built-in errors

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Syntax errors

Syntax errors are faults in the source code, such as misspellings and punctuation, wrong labeling, and so forth, that result in the interpreter producing an error message. We can find these expressions in Topaz as explained below:

Code	Message	Additional details
TS000	Unknown.	Unknown and unexpected error.
TS001	Cannot open or read file "%s".	
TS002	Illegal character "%s".	
TS003	Illegal qualifier "%s".	
TS004	Illegal expression.	
TS005	"%s" expected but "%s" found.	
TS006	"%s" is not a valid number.	
TS007	Incorrect use of numeric separator.	
TS008	Illegal assignment.	
TS009	Invalid escape sequence in enhanced string: %s.	
TS010	Invalid Unicode code point: U+%06s.	
TS011	Invalid inline expression.	
TS012	Invalid type declaration.	
TS013	Directive "%s" is already set.	
TS014	Duplicate identifier "%s".	
TS015	Identifier "%s" not found.	

Code	Message	Additional details
TS016	An abstract function cannot have any implementation.	
TS017	The names of namespace parts, functions, parameters, modules, aliases and exports cannot be names of built-in elements.	
TS018	"%s" instruction cannot be placed outside the loop.	

Runtime errors

Program errors that arise during program execution after successful interpretation are known as runtime errors. These mistakes are listed in the following manner:

Code	Message	Additional details
TR000	Unknown.	Unknown and unexpected error.
TR001	Keyboard interrupt.	CTRL + C signal.
TR002		
TR003		
TR004		
TR005		
TR006		
TR007		
TR008		
TR009		
TR010		
TR011		
TR012		
TR013		
TR014		
TR015		
TR016		
TR017		
TR018		
TR019		
TR020		
TR021		
TR022		

Code	Message	Additional details
TR023		

Warnings

Warnings are unique exceptions in that they only send information to the `stderr` stream in order to obtain more details about a specific code segment. Below is a description of them:

Code	Message	Additional details
<code>TW000</code>	Unknown.	Unknown and unexpected warning.
<code>TW001</code>	Note: %s	Displays a hint directive that contains information about a piece of code that is <code>deprecated</code> , <code>experimental</code> , <code>platform</code> dependent, <code>unimplemented</code> , or custom.
<code>TW002</code>	Attempting to allocate a large number of bytes.	For instance, it shows up when you attempt to make a giant array or allocate a significant amount of memory for a pointer.
<code>TW003</code>		