
Subject: Cout() buffering problem

Posted by [Mindtraveller](#) on Tue, 18 Oct 2011 22:08:42 GMT

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Sorry for a kind of noobish question.

While making some lengthy evaluation, app outputs some info to Cout(). In Gnome terminal, app gives no output for all the time evaluation continues. As soon as evaluation process is finished, all the output data is displayed in terminal at once.

I tried to add Cout().Flush(), but it didn't change anything.

Someone must have met the same problem under *nix. How did you manage to force output to terminal without caching?

Subject: Re: Cout() buffering problem

Posted by [dolik.rce](#) on Wed, 19 Oct 2011 05:22:02 GMT

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Hi,

Stream::Flush() only flushes the streams internal buffers, but it doesn't affect the OS buffers flushing. IMHO it would make sense to change this behavior, but for now you can just call fflush(stdout), it will do the trick

Best regards,
Honza
