Posted by johnevans77 on Sat, 21 Jul 2007 11:02:34 GMT
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[quote title=fudadmin wrote on Sat, 21 July 2007 12:25]johnevans77 wrote on Sat, 21 July 2007 06:48
...
1. But i usually using cout to output something to console.

Quote:Waste of time, very bad and stupid . Don't be insulted it's not at you. It's at a bit of a joke at the habit from pre-historic (pre-GUI) computers age...
No problem Hehe.

Quote:
Seriously, Why?
1. Is your apps interface mostly console?
2. The result is temporary:
3. you don't have "written" proof to show to other people
4. can't compare to the other tests or runs.
5. can't have history.
6. have to wait while console opens
7. have to close the console window.
8. can't use that piece of code in real app.
9. ...

Sometimes, i usually print variable's value in console, when running in debug mode. So, i need this feature When console is not open, should there is no problem. Just nothing is printed.

Quote:
Strong advice:
1. do tests with your real small GUI's (or one for that purpose)
2. OR/AND learn and use ingenious U++ logging system!!!
3. AND/OR create a file, include it into the pr-aux package and do outputs to it (or use "always awake" editor like ADIE)

what is logging function/macro i can use?

Quote:
johnevans77 wrote on Sat, 21 July 2007 06:48
2. When i try to use std::cout, the compilation produced many errors.

Does any other console apps from examples work?
Have you setup your console package correctly (CONSOLE macro & CONSOLE flag) ?

yes. All examples are working. Using vector<int>, std::cout also work. But not with vector<String>.

Quote:
johnevans77 wrote on Sat, 21 July 2007 06:48

3. I can forget std namespace if there is alternative.

I didn't say forget... but the alternative is very clear

can you tell me what are the alternatives? I am very new to ultimate++.