Subject: Re: How to redirect LLOG to stderr?
Posted by fudadmin on Fri, 28 Jan 2011 11:12:02 GMT

mirek wrote on Fri, 28 January 2011 09:25First of all, I hope you are aware that LLOG is a very simple trick to limit LOG for single file. Where LLOG is used, there is usually a line

#define LLOG(x) // LOG(x)

at the start of file. Remove "//" and you get logging for that specific file.

(There are also some other L* macros in some files, but LLOG is the most prevalent).

from 2005.

Quote:Now to the question, you can redirect U++ standard log to stderr:

SetStdLog(LOG_CERR);

This is a brilliant answer!
But if you had named it eg SetStdLog(LOG_Cstderr), I would have found it...

Quote:Standard setting is LOG_FILE. BTW, I wonder why it does not work for you - IMO it is the least requiring.

The reasons:
1. Xcode debugger console gives output from stderr.
2. I haven't found yet what to change in Core to have file streams working with Cocoa and friends.
3. We don't have theIde working properly with OSX X11 yet.
please answer this bug
4. I want logs displayed as soon as I click some Ctrls and not after 3 sec delay in Mac OS logs console. (On windows and linux I used theIde editor and it was updating more or less in real time).