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Subject: Re: U++ logging refactored  
Posted by [mirek](#) on Sat, 07 Jul 2012 09:54:31 GMT  
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This is nothing new, it was always working this way.

It is possible to fix it, but with somewhat lowered performance (because we would need to create String first, then output to stream, now everything goes directly to stream).

Not sure it is worth it...

(Note that MT behaviour is fine, it is "non-atomic" only in single thread).

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