
Subject: Re: U++ logging refactored
Posted by [dolik.rce](#) on Sat, 07 Jul 2012 10:22:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Sat, 07 July 2012 11:54 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).

Hm, interesting, I never noticed before... I think that when using logging for debug purposes, the performance is not important. Would it be possible to add some mechanism that would allow to differentiate between debug logging and other cases?

The simple way that comes to my mind is to make it work fast in release mode and correct in debug, but that might lead to confusion in the non-debug usage. What about a flag/macro, that would let me say "now I want to use the 'atomic' logging"? It could even work on per file basis...

Honza
