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Subject: Re: U++ logging refactored

Posted by [mirek](#) on Sat, 07 Jul 2012 11:01:19 GMT

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dolik.rce wrote on Sat, 07 July 2012 06:22mirek wrote on Sat, 07 July 2012 11:54This 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

But the changes in logging are intended for logging even for production purposes...

Mirek

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