
Subject: Re: U++ logging refactored
Posted by [NilaT](#) on Thu, 13 Dec 2012 12:37:46 GMT
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Hello,

well I tried it, but I gave up.
Now I'm doing the following:

Mutex LogFileMutex;

```
void WriteLogfile(String text) {
    LogFileMutex.Enter();
    Time zeit = GetSysTime();
    String zt = Format("[%i/%i/%i/ %i:%i:%i]", zeit.day, zeit.month, zeit.year, zeit.hour, zeit.minute,
zeit.second);
    FileAppend file(m_LogFilename);
    file.PutLine(Format("%s %s", zt, text));
    file.Close();
    LogFileMutex.Leave();
}
```