
Subject: StdLogSetup breaks ReadStdIn

Posted by [dolik.rce](#) on Sun, 01 Sep 2013 15:30:59 GMT

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Hi everyone,

I came to weird and unexpected side effect of call to StdLogSetup(). Consider this code:

```
CONSOLE_APP_MAIN{  
    StdLogSetup(LOG_FILE);  
    String In = ReadStdIn();  
    DUMP(In);  
}
```

If you comment out the StdLogSetup call, it works as expected. But with the setup (which in this case should effectively do nothing, logging to file is default) the app exits right away, without waiting for input from standard input and the DUMP prints empty string.

It seems to me as if the StdLogSetup sets input to be non-blocking. Am I doing something wrong? Or is there some other way to make it work again?

Best regards,
Honza
