
Subject: Re: U++ 2023.2 "pre-alpha"
Posted by [Tom1](#) on Wed, 20 Sep 2023 18:15:52 GMT
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Hi Mirek,

CtrlCore/Win32DnD.cpp throws some RLOG()'s even with release. Is this necessary? :

```
#define LLOG(x) RLOG(x)
```

Could be:

```
#define LLOG(x) // RLOG(x)
```

Best regards,

Tom
