
Subject: Re: Can't use MT to capture console output
Posted by [cbpporter](#) on Wed, 04 Dec 2024 09:34:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've tested on U++ 12587 and the test case I uploaded, unmodified, with an exe that prints 100k lines of code finishes almost instantly and gets captured, no Sleep needed.

With latest U++ this hangs or lags, as described.

With 1000 times as many outputs, both hang. But a Sleep of (1) on the old U++ version makes it super responsive, much better than Sleep(10) on the new U++.

Also, the old U++ is on an old PC. Read slow. I had to revive it from storage just for this test. The new one is on a cutting edge (from 3-4 years ago) Intel CPU. So the new U++ on new PC is more laggy than old U++ on old PC.

This reminds me of many years ago, when I was first trying to get this going and it was a complete mess. My solutions didn't work. If I remember correctly, I took inspiration from TheIDE sources and this single line fixed all the issues:

```
void Append(const String& s) {  
    Insert(total, s); // THIS  
}
```

Inserting to "total" position and only there, made it work. I'm guessing that turns it into an "append", not an "insert".

I'll try and find an ever older U++ than 12587, and maybe one in the middle :). But I doubt I'll find one.
