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Subject: Re: Can't use MT to capture console output  
Posted by [cbpporter](#) on Wed, 04 Dec 2024 09:55:24 GMT  
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Ha, the issue is more complicated than it seems.

I have two programs outputting 100k numbers, one with STD C++ and one with a custom "cout" solution.

One is much slower than the other for no good reason, just a loop printing numbers from 0 to 99K.

The size of the Output console is another variable. With STD C++ there are no noticeable differences, but with the custom, Console capture is very laggy.

I'll dig into this more.

This is probably something very stupid, like it usually is with MT issues...

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