Subject: Last SVN update added too mutch Logs on my application
Posted by Xemuth on Fri, 20 Nov 2020 22:19:05 GMT
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On the latest Upp version (15475), something may have changed in Upp framework (probably on CtrlLib but I havnt found yet where it come) resulting in this :

My application is simply a top window with a GLCtrl in it, here is a quick chunck of code :

```
class StencilTest : public TopWindow{
 public:
  typedef StencilTest CLASSNAME;

  StencilTest(){
   Add(GLCanvas.HSizePos(10, 10).VSizePos(10, 10));
   context.TimerStart(); //One of my object
   GLCanvas.WhenGLPaint = THISBACK(OnPaint);
  }

  virtual bool Key(dword key, int count){
   if(key == K_ESCAPE){
    Close();
   }
   return true;
  }

 private:
  GLCtrl GLCanvas;
  UFEContext context;
  bool loaded = false;
  //...
```

All thoses logs can also be found if you add the line : Upp::StdLogSetup(Upp::LOG_COUT|Upp::LOG_FILE); to OpenGL exemple in Reference Assembly.

Subject: Re: Last SVN update added too mutch Logs on my application
Posted by Klugier on Fri, 20 Nov 2020 22:32:28 GMT
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Hello Xemuth,

The easiest way to found the root cause is too look throug git/svn history. It seems that this commit add additional logging

And here is the line that add logging:

#ifdef _DEBUG
#define LOGMESSAGES 0 // <- Should be this!
#define LOGMESSAGES 1 // <- Not this...
#endif

Anyway good catch and perfect report!

Klugier

Subject: Re: Last SVN update added too mutch Logs on my application
Posted by Xemuth on Fri, 20 Nov 2020 22:40:19 GMT
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Thanks again Klugier !

Subject: Re: Last SVN update added too mutch Logs on my application
Posted by mirek on Sun, 22 Nov 2020 13:21:31 GMT
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Sorry about that.

This is reason why I have introduced DLOGs BTW... But LOGMESSAGES predate it.

Mirek
