
Subject: Last SVN update added too much 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 haven't found yet where it came) resulting in this :

My application is simply a top window with a GLCtrl in it, here is a quick chunk 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;
    UFContext context;
    bool loaded = false;
    //...
```

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

Subject: Re: Last SVN update added too much 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
