
Subject: How to redirect LLOG to stderr?

Posted by [fudadmin](#) on Thu, 27 Jan 2011 16:37:52 GMT

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With Xcode and its debugger I cant use LLOG. Maybe someone knows how to redirect LLOG to stderr?

Subject: Re: How to redirect LLOG to stderr?

Posted by [mirek](#) on Fri, 28 Jan 2011 09:25:45 GMT

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First of all, I hope you are aware that LLOG is a very simple trick to limit LOG for single file. Where LLOG is used, there is usually a line

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

at the start of file. Remove "//" and you get logging for that specific file.

(There are also some other L* macros in some files, but LLOG is the most prevalent).

Now to the question, you can redirect U++ standard log to stderr:

```
SetStdLog(LOG_CERR);
```

There are more options: LOG_FILE, LOG_COUT, LOG_CERR, LOG_DBG, LOG_TIMESTAMP and they can be used simultaneously (but LOG_DBG only works in Win32, in POSIX it is the same as LOG_CERR).

Standard setting is LOG_FILE. BTW, I wonder why it does not work for you - IMO it is the least requiring.

Mirek

Subject: Re: How to redirect LLOG to stderr?

Posted by [fudadmin](#) on Fri, 28 Jan 2011 11:12:02 GMT

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mirek wrote on Fri, 28 January 2011 09:25First of all, I hope you are aware that LLOG is a very simple trick to limit LOG for single file. Where LLOG is used, there is usually a line

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(There are also some other L* macros in some files, but LLOG is the most prevalent).

from 2005.

Quote:Now to the question, you can redirect U++ standard log to stderr:

```
SetStdLog(LOG_CERR);
```

This is a brilliant answer!

But if you had named it eg SetStdLog(LOG_Cstderr), I would have found it...

Quote:Standard setting is LOG_FILE. BTW, I wonder why it does not work for you - IMO it is the least requiring.

The reasons:

1. Xcode debugger console gives output from stderr.
2. I haven't found yet what to change in Core to have file streams working with Cocoa and friends.
3. We don't have thelde working properly with OSX X11 yet.
please answer this bug
4. I want logs displayed as soon as I click some Ctrl's and not after 3 sec delay in Mac OS logs console. (On windows and linux I used thelde editor and it was updating more or less in real time).

Subject: Re: How to redirect LLOG to stderr?
Posted by [mirek](#) on Fri, 28 Jan 2011 11:18:56 GMT
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fudadmin wrote on Fri, 28 January 2011 06:12

2. I haven't found yet what to change in Core to have file streams working with Cocoa and friends.

Filestreams are POSIX - no need to use Apple APIs, just POSIX ones, which is already there...

Subject: Re: How to redirect LLOG to stderr?
Posted by [fudadmin](#) on Fri, 28 Jan 2011 11:32:49 GMT
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mirek wrote on Fri, 28 January 2011 11:18fudadmin wrote on Fri, 28 January 2011 06:12

2. I haven't found yet what to change in Core to have file streams working with Cocoa and friends.

Filestreams are POSIX - no need to use Apple APIs, just POSIX ones, which is already there...

Yes, I know. But something is still wrong. I'll try to find out in the nearest future.
