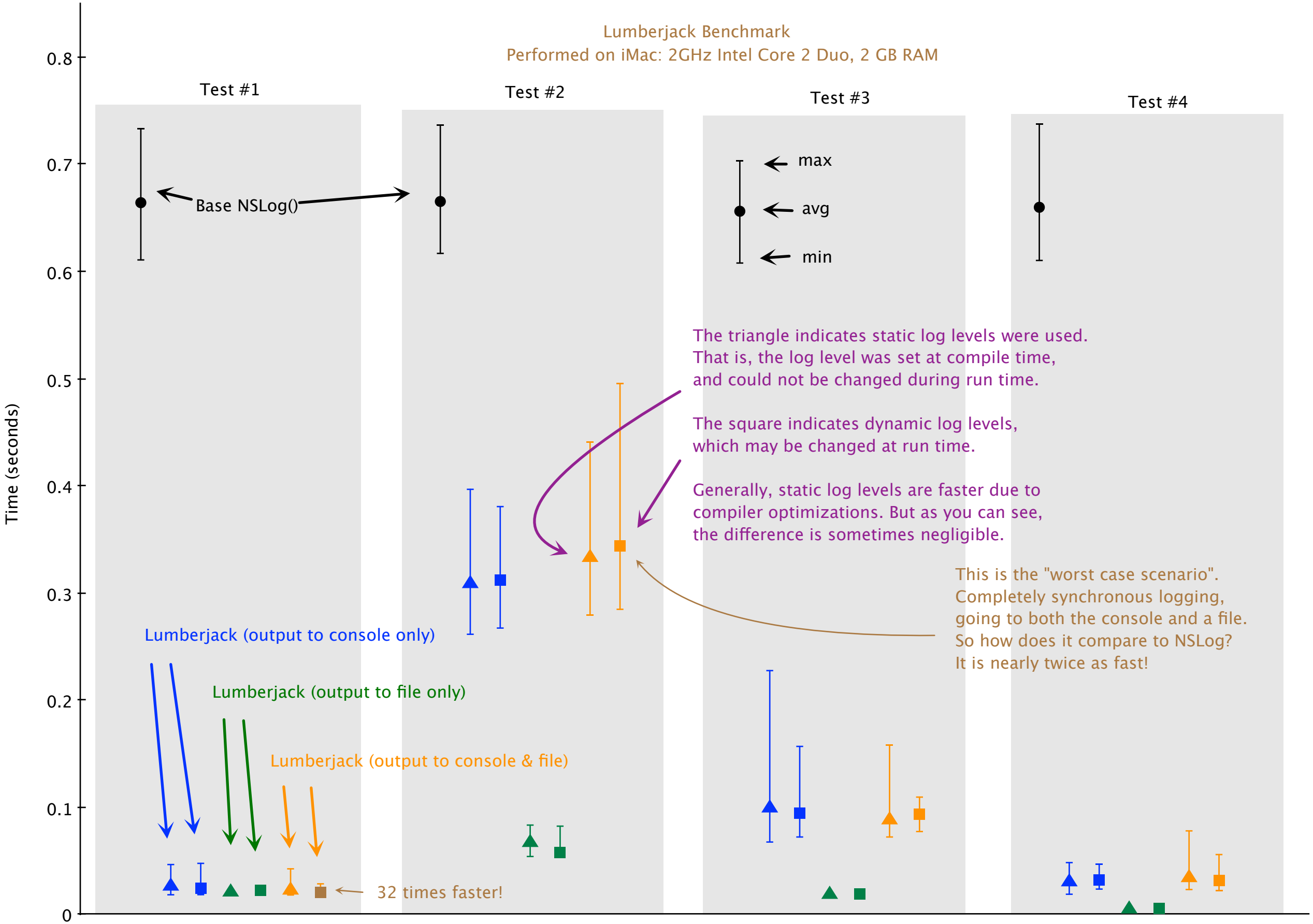
Lumberjack Benchmark
Performed on iMac: 2GHz Intel Core 2 Duo, 2 GB RAM
Time (seconds)
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
Test #1
Test #2
Test #3
Test #4
Base NSLog()
max
avg
min
The triangle indicates static log levels were used.
That is, the log level was set at compile time,
and could not be changed during run time.
The square indicates dynamic log levels,
which may be changed at run time.
Generally, static log levels are faster due to
compiler optimizations. But as you can see,
the difference is sometimes negligible.
This is the "worst case scenario".
Completely synchronous logging,
going to both the console and a file.
So how does it compare to NSLog?
It is nearly twice as fast!
Lumberjack (output to console only)
Lumberjack (output to file only)
Lumberjack (output to console & file)
32 times faster!