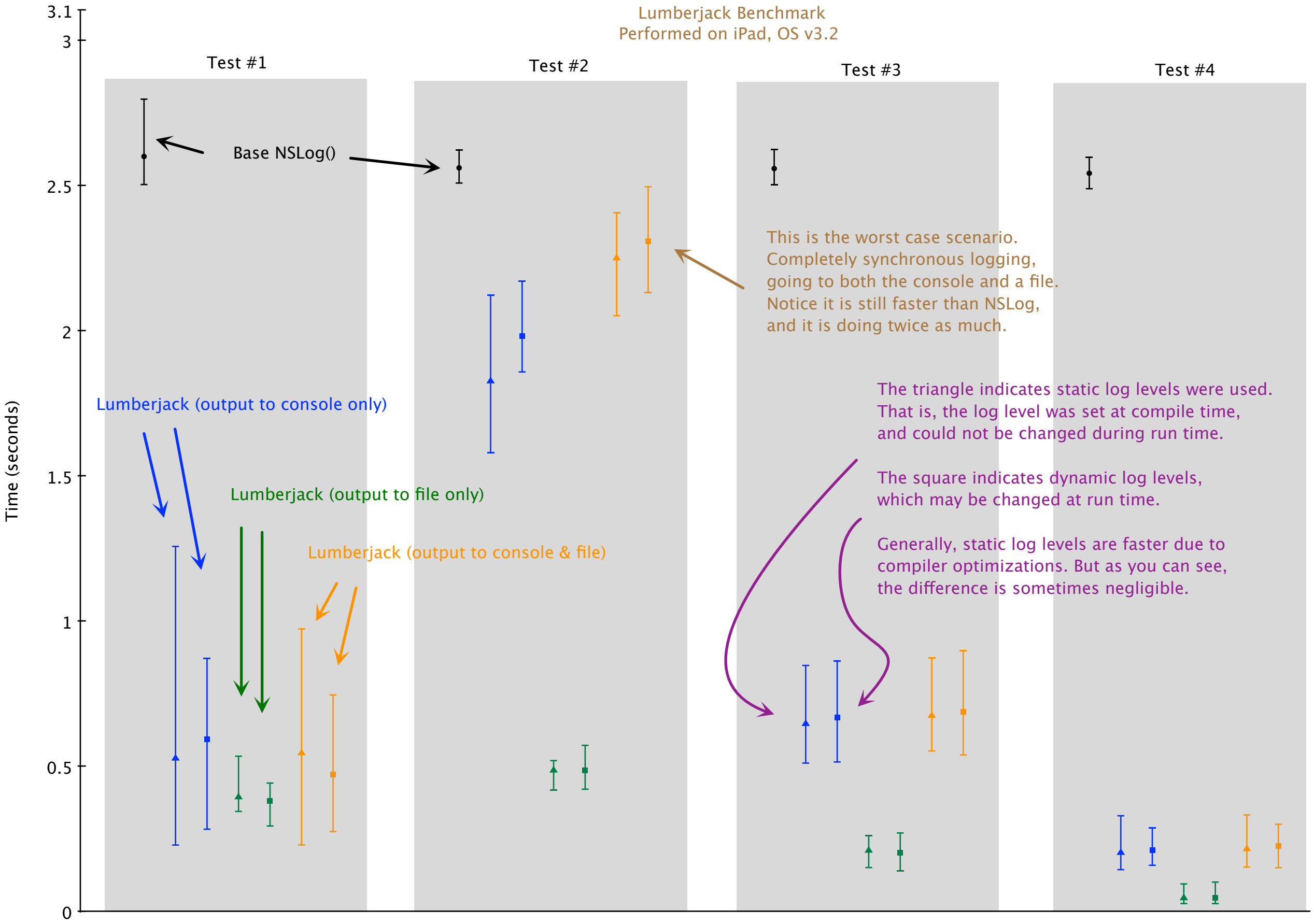
Lumberjack Benchmark
Performed on iPad, OS v3.2
Test #1
Test #2
Test #3
Test #4
Time (seconds)
3.1
3
2.5
2
1.5
1
0.5
0
Base NSLog()
Lumberjack (output to console only)
Lumberjack (output to file only)
Lumberjack (output to console & file)
This is the worst case scenario.
Completely synchronous logging,
going to both the console and a file.
Notice it is still faster than NSLog,
and it is doing twice as much.
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.