

```
#pragma once
#ifdef _DEBUG
#include <windows.h>
#include <memory>
#include <assert.h>
// デバッグメッセージ用定義

#define TRACE(fmt, ...) printf(fmt, __VA_ARGS__)

class _DebugConOut
{
public:
    static _DebugConOut& GetInstance()
    {
        return *sInstance;
    }

private:
    struct _DebugConOutDeleter
    {
        void operator () (_DebugConOut * _debugConOut) const
        {
            delete _debugConOut;
        }
    };

    _DebugConOut();
    ~_DebugConOut();

    FILE* _debugFp = nullptr;
    static std::unique_ptr<_DebugConOut, _DebugConOutDeleter> sInstance;
};

#else // _DEBUG
#define TRACE(fmt, ...)
#endif // _DEBUG
```