

## XcodeTricks

*Automatically use different log levels per xcode configuration.*

### Introduction

Xcode has powerful configuration tools that we can tap into to automatically use different log levels depending on whether we're compiling in Debug vs Release mode.

When we're done we'll be able to have code like this:

```
#ifdef CONFIGURATION_DEBUG
    static const int ddLogLevel = LOG_LEVEL_VERBOSE;
#else
    static const int ddLogLevel = LOG_LEVEL_WARN;
#endif
```

### Details

Open your Xcode project and go to:

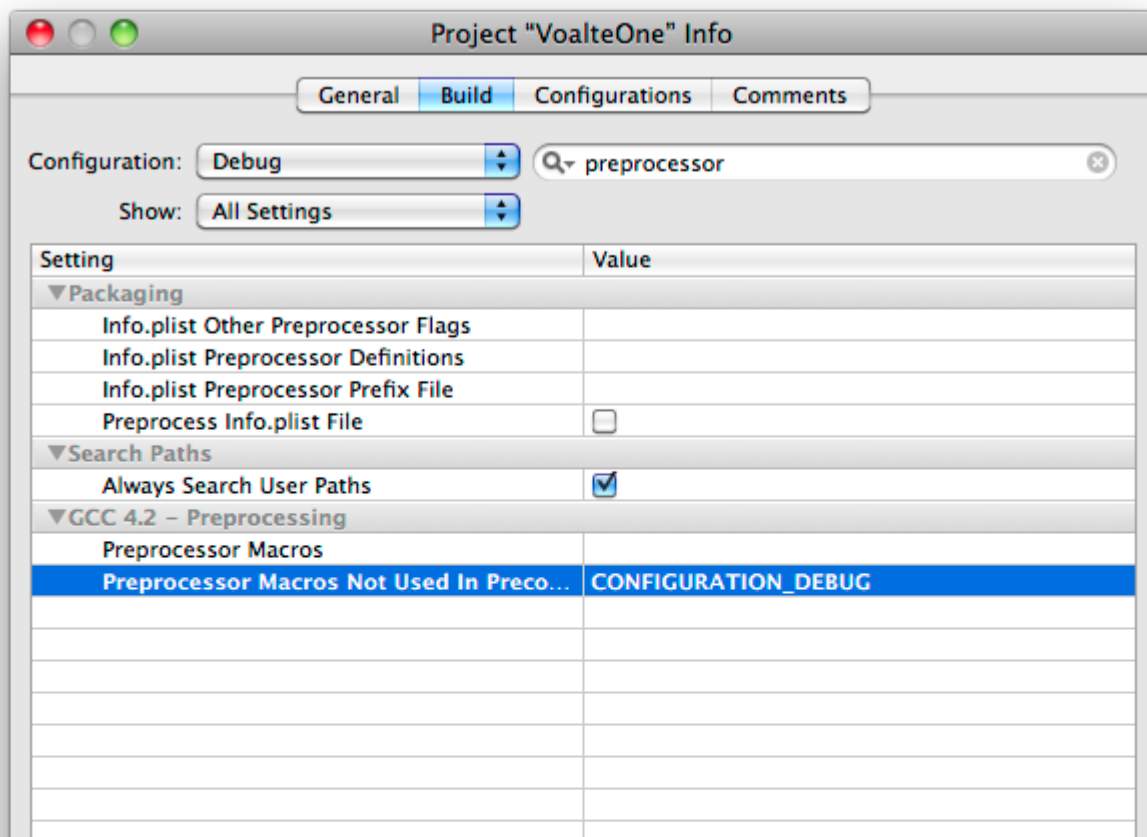
Project -> Edit **Project** Settings

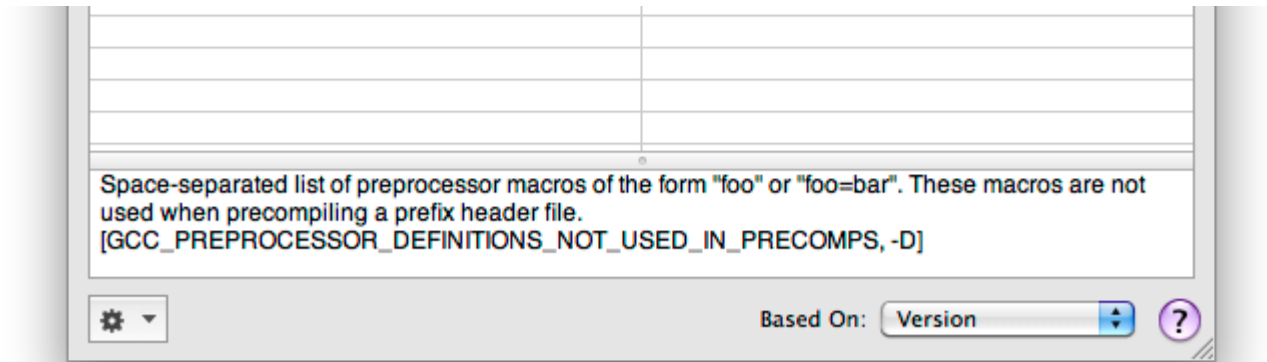
Now change the configuration to **Debug Configuration**.

Filter on "preprocessor" so you can find the **Preprocessor Macros Not Used In Precompilation** setting.

Now add a **CONFIGURATION\_DEBUG** value to this setting.

Your project settings should look like this:

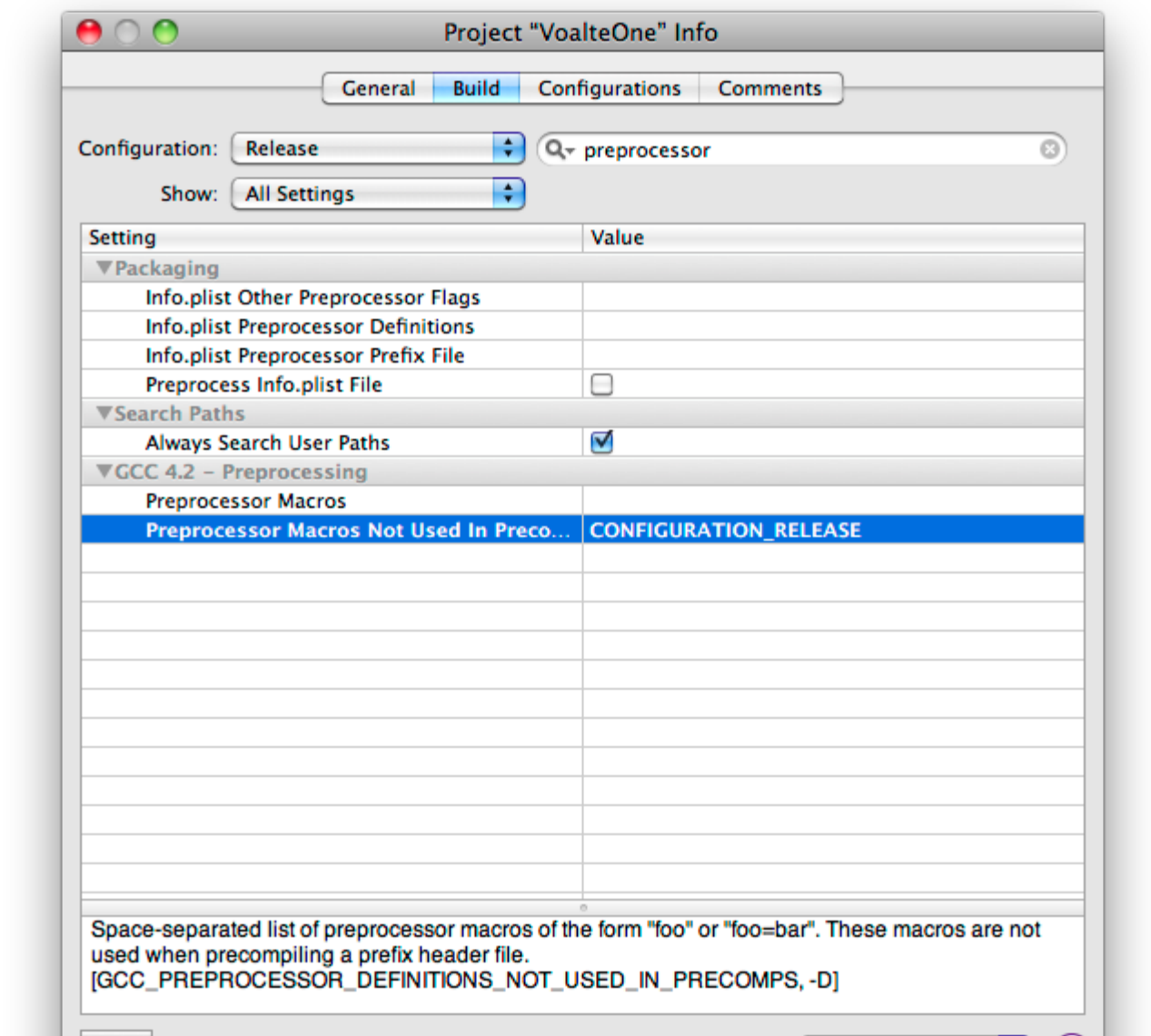


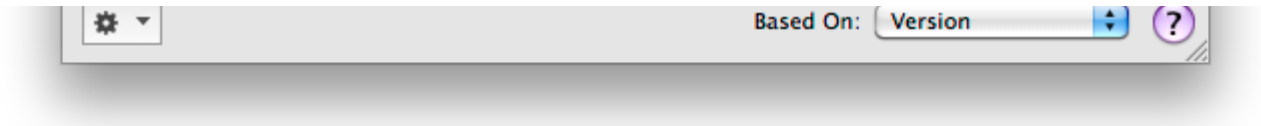


Next, switch the configuration to **Release Configuration**.

Now add a **CONFIGURATION\_RELEASE** to the **Preprocessor Macros Not Used In Precompilation** setting.

Your project settings should look like this:





And that's all there is to it. You're done!

And this isn't limited to just logging.

You can use the `"#ifdef CONFIGURATION_DEBUG"` anywhere you want in your project if you feel the need to differentiate something between your debug and release builds.