NEW DELETE LOG FORMAT

new delete log format

NEW "info(Type) **TO** purpose" **IN** "ret" Class::Function("param") [**PUBLIC API** | **INNER STgame**]
NEW[] "info(Type) **TO** purpose" **IN** "ret" Class::Function("param") [**PUBLIC API** | **INNER STgame**]
DELETE "info(Type) **TO** purpose" **IN** "ret" Class::Function("param") [**PUBLIC API** | **INNER STgame**]
DELETE[] "info(Type) **TO** purpose" **IN** "ret" Class::Function("param") [**PUBLIC API** | **INNER STgame**]

中文

关于大小写

- 应该使用大写标注固定关键字，像NEW、TO、IN、PUBLIC API 。但是STgame是特殊的，因为他是项目名字。

关于NEW | NEW[] | DELETE | DELETE[]

- 新建Class 或者 Class数组、删除Class 或者 Class数组。

关于"info(Type) TO purpose"

- info 为新建对象或者删除的对象的名字，如果不关心则可以不用写
- Type 为info的类型
- purpose 目的
- 为了便于阅读里面涉及的Type都应该没有最前面的下划线。例如_Application 会写成 Application

关于"ret"

- 函数返回值
- 构造方法和析构无需填写"ret"

关于"Class"

- 具体对象名
- 如果没有对象则不需要填。例如public api就没有对象
- 为了便于阅读里面涉及的Class都应该没有最前面的下划线。例如_Application 会写成 Application

关于"Function("param")"

- 具体函数
- 如果param过多则可以使用+++代替，但是条件是能通过函数名等信息找到唯一的函数。

关于"[public api | inner STgame]"

- 表示该log是在 对外API处，或者是在STgame引擎内部

English

about the CAPITAL LETTER

- You should use **CAPITAL LETTER** when you write the keyword that is fixed , like **NEW** , **TO** , **IN** , **PUBLIC API**. But the **STgame** is special , because it is the name of the project.

about NEW | NEW[] | DELETE | DELETE[]

- New a Class or a Class Array , delete a Class or a Class Array。

about "info(Type) TO purpose"

- **Info** : it is the name of object that is newing or deleting . if you do not care of the name , you can ignore it.
- **Type** : the type of **info**
- **Purpose** : you should write down this , if you want to show the **purpose** of newing or deleting.
- You should ignore the underline before the **Type** like _Application when you write the **Type** , that is in order to make the log info "lovely".

about "ret"

- The function's return **Type**
- You should ignore the ret , when the function is constructor or destructor

about"Class"

- Class type
- You should ignore this , if it does not exist Class.Such as the Function in public api.
- You should ignore the underline before the **Class** like _Application when you write the **Class** , that is in order to make the log info "lovely".

about"Function("param")"

- Function name and param
- You should use +++ instead of the **param** (like this **"Function(+++)"**), when the **param** is very long . But the condition is that it is the only way to find the function though the name information.

about "[PUBLIC API | INNER STgame]"

- You should use **PUBLIC API** when the log is in public api . use **INNER STgame** when the log is in engine.