
Subject: Re: Scripts 4.6 Update 5 is now available
Posted by [Jerad2142](#) on Wed, 26 Dec 2018 15:32:21 GMT
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jonwil wrote on Mon, 24 December 2018 15:15

Improve the way various log files are written to make writing faster by using Asynchronous IO.

This is actually a massive improvement as previously the logger could cause lockups when loading lots of textures, in some instances long enough to disconnect people (especially if Antivirus was watching the log folder).
