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Subject: Re: Scripts 4.6 Update 5 is now available  
Posted by [ExEric3](#) on Wed, 26 Dec 2018 19:45:36 GMT  
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Jerad2142 wrote on Wed, 26 December 2018 16:32jonwil 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).

And what about sfps drop due console output?

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