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Subject: SystemLog class added  
Posted by [mdelfede](#) on Mon, 12 May 2008 22:04:52 GMT  
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I've rewritten (basing it on FallingDutch one) a SystemLog class, useful to log messages from user applications.

Includes documentation; here the features:

1 - Level-based logging.

You can log messages on 1 of eight different message channels, DEBUG, INFO, NOTICE, WARNING, ERROR, CRITICAL, ALERT and EMERGENCY. Each level is switchable on/off on the fly.

Example :

```
SysLog.EnableLevels(ERROR | WARNING | DEBUG);  
SysLog(ERROR) << "an error";  
SysLog(NOTICE) << "a notice";  
SysLog(DEBUG) << "a debug message";
```

Here, just first and third messages are logged.

2 - SysLog global object, just needed to use SystemLog package.

3 - Streaming-like << operator.

4 - Logging can be directed to Cerr() and/or Cout() streams, to system log file and/or to Upp application log file.

Example :

```
SysLog.EnableCout(true);  
SysLog.EnableCerr(false);  
SysLog.EnableSysLog(true);  
SysLog.EnableUppLog(true);
```

Here log is put on both Cout() stream, System log file and Upp application log file.

Enjoy !

Ciao

Max

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