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Subject: Re: SystemLog class added

Posted by [mdelfede](#) on Thu, 15 May 2008 16:31:00 GMT

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mrjt wrote on Thu, 15 May 2008 17:06 I've started using this, it's very handy.

thx

Quote:

It didn't compile on Win32 though, so I've fixed it and committed the fixes to the SVN (hope you don't mind). No changes that will effect the POSIX code path.

no problems, it's on bazaar to be used/corrected  
I didn't test on windows, 'cause I mainly work on Linux.

Quote:

The only slightly dodgy one is that ERROR seems to be defined somewhere in the Windows include files and I've fixed this using a conditional #undef. Renaming the enum would be better but I didn't want to change the interface.

we could also rename the enum... I put it in an "in-class" enum to avoid name clashes with other code, but there's no limit on Microsoft bad coding style  
We could also change all enum's names with just uppercase first letter.... That could solve name clashes. Feel free to change this, I'm just using it for a short time, so it's no problem to change the interface.... better now than later.

BTW, my class does have a small problem that I'd like to solve.  
Using unix system log (and I guess windows too...) on each log write a newline is appended, making less useful the << operator :

```
SysLog(ERROR) << "a message" << "another message"
```

will put the messages on 2 different lines.... so I added an automatic "\n" to console output and upped log one to have a consistent behaviour.  
I'd prefer to allow more logs on the same line, but to overcome the linux log limit the only solution would be line buffering... Maybe I'll try to implement such a stuff.

Ciao

Max

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