Subject: SystemLog for Ultimate++
Posted by fallingdutch on Mon, 16 Apr 2007 21:29:47 GMT
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I have created an interface for Ultimate++ to access syslog on Posix and EventLogger (Event Viewer) on Windows.

have a look at the news

the use is pretty simple:
SystemLog sl("NameOfMyApplication");
sl.Notice("Just wanted to let you know that ...");
sl.Warning("This is the last warning!");
sl.Error("division by zero");

there are more different leves but the three above are supported by both Systems (syslog has some more levels).

Bas
as always: suggestions and questions are welcome.