
Subject: Re: SystemLog for Ultimate++
Posted by [mirek](#) on Tue, 17 Apr 2007 18:35:34 GMT
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fallingdutch wrote on Mon, 16 April 2007 17:29I 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.

Do you expect the application to create more than single SystemLog object?

BTW, where have you put the code?

Mirek
