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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.

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