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.

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.

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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

Subject: Re: SystemLog for Ultimate++
Posted by fallingdutch on Wed, 18 Apr 2007 08:34:37 GMT
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luzr wrote on Tue, 17 April 2007 20:35
Do you expect the application to create more than single SystemLog object?

Did not yet think about it wether it makes sense or not to have more than one SystemLog. If you want to devide the informations you could create more then one.

luzr wrote on Tue, 17 April 2007 20:35
BTW, where have you put the code?

on the downloads on fallingdutch.de

Bas

Subject: Re: SystemLog for Ultimate++
Posted by mirek on Wed, 18 Apr 2007 09:28:10 GMT
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Why is that .DLL so big? It should contain just one message definition AFAIK?!

Idea: Perhaps, if there is a way how to get it smaller, maybe you could make it part of SystemLog (static byte sMC[] = {...).

When user would use SystemLog for the first time, it would get installed somewhere automatically.

Mirek

Subject: Re: SystemLog for Ultimate++
Posted by fallingdutch on Wed, 18 Apr 2007 11:33:34 GMT
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luzr wrote on Wed, 18 April 2007 11:28Why is that .DLL so big? It should contain just one message definition AFAIK?!

used MFC, now without MFC 44kb are left.

luzr wrote on Wed, 18 April 2007 11:28

Idea: Perhaps, if there is a way how to get it smaller, maybe you could make it part of SystemLog (static byte sMC[] = {...).

When user would use SystemLog for the first time, it would get installed somewhere automatically.
might be a good idea.

Bas

Subject: Re: SystemLog for Ultimate++
Posted by fallingdutch on Thu, 19 Apr 2007 08:33:30 GMT
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There is no need for a dll anymore, everything is compiled into the executeable now.

please use the current SystemLog at downloads on fallingdutch.de

Bas

Subject: Re: SystemLog for Ultimate++
Posted by fallingdutch on Sat, 05 May 2007 07:06:52 GMT
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small changes has been done:

bugfix on Linux (not displaying the name in the log)
beeing able to Initialize SystemLog as often as you want
now able to switch Debug logging on and off during runtime

currunt version on downloads at my HP

have fun using it,
Bas

Subject: Re: SystemLog for Ultimate++
Posted by captainc on Thu, 10 Jan 2008 18:27:40 GMT
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First, thanks for this!

Second, just wanted to let you know that when I use the Info() method, in the Application event viewer in Windows XP, it tells me "The description for Event ID (1) in Source (My App Name)

cannot be found. The local computer may not have the necessary registry information or message DLL files to display messages from a remote computer. ... The following information is part of the event: My Message Here!."

So it outputted my message, but it was looking for some sort of description for the event.

Subject: Re: SystemLog for Ultimate++
Posted by Mindtraveller on Wed, 20 Jan 2010 13:43:35 GMT
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Tell me please if there is a convenient way to have messages divided into lines:
for (int i=0; i<10; ++i) SysLog.Info(FormatInt(i));
should give:Quote:INFO: 1
INFO: 2
...

but not this:
Quote:INFO 123456789
I'm afraid this kind of feature doesn't help much.

Subject: Re: SystemLog for Ultimate++
Posted by Mindtraveller on Fri, 22 Jan 2010 14:55:58 GMT
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Also it would be great to have "safe" mode, where SysLog flushes after each log message. Now, if app is crashed, it can't see anything in log possibly because of need to flush after message was posted.

Subject: Re: SystemLog for Ultimate++
Posted by sevenjay on Tue, 08 Jun 2010 06:28:50 GMT
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Great!
But does it can also enable UPP log in release mode?
Or I just modify "SystemLog.cpp", and change "LOG(msg);" to "RLOG(msg);" ?

Thanks.
