

The Default Logger



A default [logger](#) is instantiated when you create a communicator. The default logger writes its messages to the standard error output. The `trace` operation accepts a `category` parameter in addition to the error message; this allows you to separate trace output from different subsystems by sending the output through a filter.

You can obtain the logger that is attached to a communicator using the `getLogger` operation:

Slice
<pre>module Ice { local interface Communicator { Logger getLogger(); // ... } }</pre>

On Windows, when the default C++ logger outputs a log message to the console, it converts this message from your narrow string encoding (as defined by narrow string converter you installed, if any) to your console code page. This conversion is disabled if you redirect standard error to a file with [Ice.StdErr](#), or if you set [Ice.LogStdErr.Convert](#) to 0.

[Back to Top ^](#)

See Also

- [Logger Facility](#)

