The Per-Process Logger

Ice allows you to install a per-process custom logger. This logger is used by all communicators that do not have their own specific logger established at the time a communicator is created.

You can set a per-process logger in C++ by calling Ice::setProcessLogger, and you can retrieve the per-process logger by calling Ice::getProcessLogger:

C++ LoggerPtr getProcessLogger(); void setProcessLogger(const LoggerPtr&);

If you call <code>getProcessLogger</code> without having called <code>setProcessLogger</code> first, the lce run time installs a default per-process logger. Note that if you call <code>setProcessLogger</code>, only communicators created after that point will use this per-process logger; communicators created earlier use the logger that was in effect at the time they were created. (This also means that you can call <code>setProcessLogger</code> multiple times; communicators created after that point will use whatever logger was established by the last call to <code>setProcessLogger</code>.)

getProcessLogger and setProcessLogger are language-specific APIs that are not defined in Slice. Therefore, for Java and C#, these methods appear in the Ice.Util class.

For applications that use the Application or Service convenience classes and do not explicitly configure a logger, these classes set a default perprocess logger that uses the Ice.ProgramName property as a prefix for log messages. The Application class is described in the server-side language mapping chapters; more information on the Service class can be found in The Ice::Service Class.

See Also

- Custom Loggers
- Communicator Initialization
- The Server-Side main Function in C++