Custom Loggers

You have several options if you wish to install a logger other than the default one:

- Select one of the other built-in loggers, which allow you to log to a file, to the syslog on Unix, and to the Windows event log
- Supply your own logger implementation in an InitializationData parameter when you create a communicator
- Load a logger implementation dynamically via the Ice plug-in facility

Changing the Logger object that is attached to a communicator allows you to integrate Ice messages into your own message handling system. For example, for a complex application, you might have an existing logging framework. To integrate Ice messages into that framework, you can create your own Logger implementation that logs messages to the existing framework.

When you destroy a communicator, its logger is *not* destroyed. This means that you can safely use a logger even beyond the lifetime of its communicator.

See Also

- Built-in Loggers
- Communicator Initialization
- Logger Plug-ins