

Built-in Loggers

Ice provides a file-based logger as well as Unix- and Windows-specific logger implementations. For .NET, the default Ice logger uses a `TraceListener` and so can be customized at run time via configuration.

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File Logger

The file-based logger is enabled via the `Ice.LogFile` property. This logger is available for all supported languages and platforms.

Syslog Logger

You can activate a logger that logs via the Unix sys log implementation by setting the `Ice.UseSyslog` property. This logger is available in Ice for C++, Java, and C#, as well as for scripting languages based on Ice for C++.

Windows Logger

On Windows, subclasses of `Ice::Service` use the Windows application event log by default. The event log implementation is available for C++ applications.

.NET Logger

The default logger in Ice for .NET writes its messages using the `System.Diagnostics.Trace` facility. By default, the Ice run time registers a `ConsoleTraceListener` that writes to `stderr`. You can disable the logging of messages via this trace listener by setting the property `Ice.ConsoleListener` to zero.

You can change the trace listener for your application via the application's configuration file. For example:

```
<configuration>
  <system.diagnostics>
    <trace autoflush="false" indentsize="4">
      <listeners>
        <add name="myListener"
              type="System.Diagnostics.EventLogTraceListener"
              initializeData="TraceListenerLog" />
      </listeners>
    </trace>
  </system.diagnostics>
</configuration>
```

This configuration installs a trace listener that logs to the Windows event log using the source name `TraceListenerLog`.



The `EventLogTraceListener` creates a new event source if no match is found for the source name defined by `initializeData`, and creating a new event source requires that you run the application with administrative privileges. Alternatively, you can create the event source in advance using an administrative tool. For more information, search MSDN for "EventLog Component".

See Also

- [The Server-Side main Function in C++](#)