Public Support - Support Request #11675

Record log messages as Media Samples

2020-07-10 12:34 - hidden

Status:	Closed			
Priority:	Normal			
Category:				
Customer:	VW	**Product Issue Numbers:**		
Department:	CARMEQ	**Affected Products:**	ADTF 2.14.3	
Requester's Priority:	Normal	**Platform:**	Ubuntu 18.04 64bit	
Support Level:	2nd Level	**Topic:**	ADTF::Logging	
Resolution:	Solved Issue	**FAQ Links:**		

Description

Supportanfrage

We would like to record all log messages (LOG_INFO, LOG_ERROR, ...) into a dat-file. In ADTF2.14!

Is this possible? Can we write our own "logging-sinks" to transform messages into mediasamples?

Lösung

yes it is possible, you have to implement an [IConsoleListener](#) and register at [IConsoleDevice](#), like this:

```
cObjectPtr<IConsoleDevice> pConsoleDevice;
if (IS_OK(_runtime->GetObject(OID_CONSOLE_DEVICE, IID_CONSOLE_DEVICE, (tVoid**)&pConsoleDevice)))
{
    pConsoleDevice->CON_RegisterListener(this);
}
```

Then you can access the Log Messages and create Media Samples.

History

#1 - 2020-07-13 11:54 - hidden

- Status changed from New to In Progress

- Topic set to ADTF::Logging

#2 - 2020-07-14 09:29 - hidden

- Status changed from In Progress to Customer Feedback Required

Hi Marc,

yes it is possible, you have to implement an [IConsoleListener](#) and register at [IConsoleDevice](#), like this:

```
cObjectPtr<IConsoleDevice> pConsoleDevice;
if (IS_OK(_runtime->GetObject(OID_CONSOLE_DEVICE, IID_CONSOLE_DEVICE, (tVoid**)&pConsoleDevice)))
{
    pConsoleDevice->CON_RegisterListener(this);
}
```

Then you can access the Log Messages and create Media Samples.

#3 - 2020-07-16 11:16 - hidden

Thanks. Can be closed.

#4 - 2020-07-16 11:45 - hidden

- Project changed from 20 to Public Support

- Subject changed from ADTF2: Log-Messages to Dat-File to Record log messages as Media Samples

- Description updated

- Status changed from Customer Feedback Required to To Be Closed

- Private changed from Yes to No

- Resolution set to Solved Issue

#5 - 2020-10-06 10:27 - hidden

- Status changed from To Be Closed to Closed