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;</iconsoledevice>			
if (IS_OK(_runtime->GetObject(OID_CONSOLE_DEVICE, IID_CONSOLE_DEVICE, (tVoid**)&pConsoleDevice)))			
<pre>{ pConsoleDevice->CON_RegisterListener(this);</pre>			
<pre>pconsoreDevice=>con_RegisterListener(this); }</pre>			
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 <u>IConsoleListener</u> and register at <u>IConsoleDevice</u>, 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