Logging in Cordova Applications

Overview

This tutorial provides the required code snippets in order to add logging capabilities in Cordova applications.

Logging example

Outputs to a browser JavaScript console, LogCat, or Xcode console.

```
var MathUtils = function(){
  var logger = WL.Logger.create({pkg: 'MathUtils'});
  var sum = function(a, b){
    var sum = a + b;
    logger.debug('sum called with args ' + a + ' and ' + b + '. Returning ' + sum);
    return sum;
  };
}();
```

Additional API Methods For Specific Tasks

Log capture is enabled by default. To turn log capture on or off:

```
WL.Logger.config({capture: false})
```

The default capture level is DEBUG in development and FATAL in production. To control the capture level (verbosity):

```
WL.Logger.config({level: 'FATAL'})
```

Log sending is enabled by default. To turn automatic log sending on or off:

```
WL.Logger.config({autoSendLogs: false})
```

> For more information about the `Logger` API, see the API reference in the user documentation.