Guide for the SRBJSLogger

Getting started

Initialize the SRBJSLogger via the NPM CDN:

For initializing the Logger via CDN, simply copy and paste the following in the index file of the HTML5 app:

```
<script src="https://npmcdn.com/srbjslogger/SRBJSLogger.min.js"></script>
```

Initialize the SRBJSLogger via downloading the latest version:

Download the latest minified version from here. Place that file into a directory of the app's folder structure, where it can access that file. For UI5 apps, using the index.html bootrapping, instantiate the Logger like above via

```
<script src="/path/to/SRBJSLogger.min.js"></script>
```

For UI5 apps, not using the index.html startup logic, paste the following in the ressources section of the manifest file:

```
"resources": { "js": [ { "uri": "path/to/SRBJSLogger.min.js" } ] }
```

Initialize the Logger temporarily via the browsers console. Just copy, paste and execute the following snippet in the browsers console:

```
var script = document.createElement("script");
script.type = "text/javascript";
script.src = "https://npmcdn.com/srbjslogger/SRBJSLogger.min.js";
script.addEventListener("load", function () {
  SRBJSLogger.getVersionInfo();
});

document.head.appendChild(script);
```

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Documentation

The init function

```
SRBJSLogger.init("SCOPE", "TOPIC", { verbose: true });
```

Execute Open the console to see the result

Parameters

```
init(scope[String], topic[String], opt[{}])
```

- **scope**
- Sets the scope of all log messages
- **topic**
- Sets the topic of all log messages
- **opt**
-
  - This variable has to contain an object or undefined. Setting the object property `verbose` to `true`, logs a badge, after the init function is processed.

Results in

SRB Workspaces Title My message

The log function

```
SRBJSLogger.log("Title", "My message", { scope: "testscope", topic: "testtopic"
});
```

Execute Open the console to see the result

Parameters

```
init(title[String], message[String], opt[{}])
```

- **title**
- Sets the title (left) of the badge
- **message**
- Sets the message (left) of the badge
- **opt**
-
  - This variable has to contain an object or undefined. Setting the propeties `scope` and/or `topic`, of this object, overwirtes state and topic, if they were set via the `init` method

Results in

The error function

```
SRBJSLogger.error("Title", "My message", { scope: "testscope", topic:
"testtopic" });
```

Execute Open the console to see the result

Parameters

init(title[String], message[String], opt[{}])

- **title**
- Sets the title (left) of the badge
- **message**
- Sets the message (left) of the badge
- **opt**
-
  - This variable has to contain an object or undefined. Setting the propeties scope and/or topic, of this object, overwirtes state and topic, if they were set via the init method

Results in

▶ SRB Workspaces Title `My message`

The warn function

```
SRBJSLogger.warn("Title", "My message", { scope: "testscope", topic:
"testtopic" });
```

Execute Open the console to see the result

Parameters

init(title[String], message[String], opt[{}])

- **title**
- Sets the title (left) of the badge
- **message**
- Sets the message (left) of the badge

- **opt**
  - This variable has to contain an object or undefined. Setting the propeties `scope` and/or `topic`, of this object, overwirtes state and topic, if they were set via the `init` method

Results in

The getVersionInfo function

```
SRBJSLogger.getVersionInfo();
```

Execute Open the console to see the result

Results in

The developer function

```
SRBJSLogger.developer(true, { obi: "wan kenobi" });
```

Execute Open the console to see the result

Parameters

```
developer(showQrCode[true|false], customObject[{}])
```

- **showQrCode**
- Displays a QRCode in the console if a value is provided resulting in `true`
- **customObject**
- Supply a object here. The object is appended in the logoutput and also in the QRCode data like in the example below

Results in

Navigator: 5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/115.0.0.0 Safari/537.36

Location: http://localhost:5173/

Device zoom: 100%

Screensize: 1152x1920

UI5 Version: UI5 is not used

obi: wan kenobi