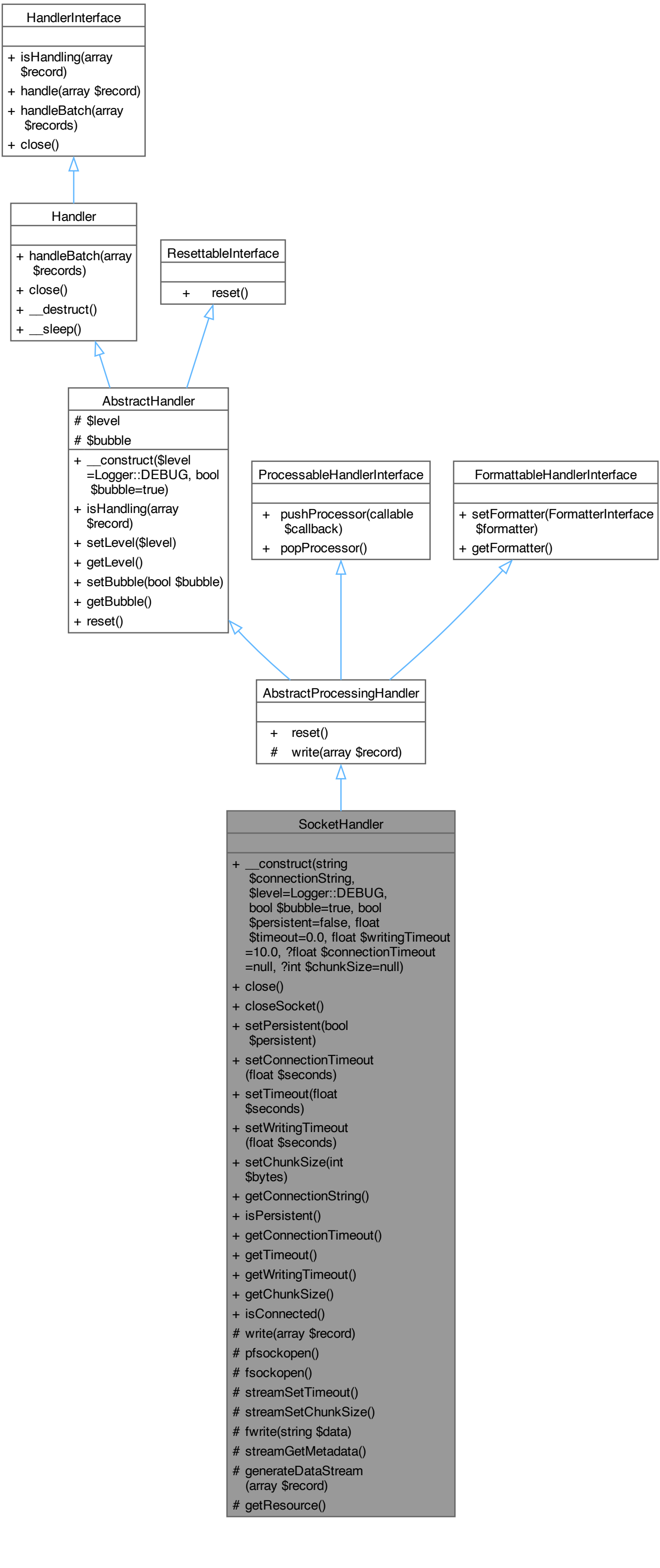
HandlerInterface
+ isHandling(array $record)
+ handle(array $record)
+ handleBatch(array $records)
+ close()
Handler
+ handleBatch(array $records)
+ close()
+ __destruct()
+ __sleep()
ResettableInterface
+ reset()
AbstractHandler
$level
$bubble
+ __construct($level =Logger::DEBUG, bool $bubble=true)
+ isHandling(array $record)
+ setLevel($level)
+ getLevel()
+ setBubble(bool $bubble)
+ getBubble()
+ reset()
ProcessableHandlerInterface
+ pushProcessor(callable $callback)
+ popProcessor()
FormattableHandlerInterface
+ setFormatter(FormatterInterface $formatter)
+ getFormatter()
AbstractProcessingHandler
+ reset()
# write(array $record)
SocketHandler
+ __construct(string $connectionString, $level=Logger::DEBUG, bool $bubble=true, bool $persistent=false, float $timeout=0.0, float $writingTimeout =10.0, ?float $connectionTimeout =null, ?int $chunkSize=null)
+ close()
+ closeSocket()
+ setPersistent(bool $persistent)
+ setConnectionTimeout (float $seconds)
+ setTimeout(float $seconds)
+ setWritingTimeout (float $seconds)
+ setChunkSize(int $bytes)
+ getConnectionString()
+ isPersistent()
+ getConnectionTimeout()
+ getTimeout()
+ getWritingTimeout()
+ getChunkSize()
+ isConnected()
# write(array $record)
# pfsockopen()
# fsockopen()
# streamSetTimeout()
# streamSetChunkSize()
# fwrite(string $data)
# streamGetMetadata()
# generateDataStream (array $record)
# getResource()