

Table of Contents

Uralstech.Utils.Loggers	2
RLogHandler	3
TaggedRLogger	5

Namespace Uralstech.Utils.Loggers

Classes

[RLogHandler](#)

A log handler that only logs in release builds.

[TaggedRLogger](#)

A release aware logger which supports tags.

Class RALogHandler

Namespace: [Uralstech.Utils.Loggers](#)

A log handler that only logs in release builds.

```
public sealed class RALogHandler : ILogHandler
```

Inheritance

object ← RALogHandler

Methods

LogException(Exception, Object)

```
public void LogException(Exception exception, UnityEngine.Object context)
```

Parameters

exception Exception

context Object

LogFormat(LogType, Object, string, params object[])

```
public void LogFormat(LogType logType, UnityEngine.Object context, string format, params object[] args)
```

Parameters

logType LogType

context Object

format string

args object[]

Class TaggedRALogger

Namespace: [Uralstech.Utils.Loggers](#)

A release aware logger which supports tags.

```
public sealed class TaggedRALogger
```

Inheritance

object ← TaggedRALogger

Constructors

TaggedRALogger(string)

```
public TaggedRALogger(string tag)
```

Parameters

tag string

The logger tag.

TaggedRALogger(string, ILoggerHandler)

```
public TaggedRALogger(string tag, ILoggerHandler logHandler)
```

Parameters

tag string

The logger tag.

logHandler ILoggerHandler

The log handler to use.

Methods

Log(LogType, string, params object[])

Logs a formatted message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void Log(LogType logType, string format, params object[] args)
```

Parameters

logType LogType

The type of the log.

format string

The format string.

args object[]

The format arguments.

Log(object)

Logs a message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void Log(object message)
```

Parameters

message object

The message object.

Log(string)

Logs a message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void Log(string message)
```

Parameters

message string

The message.

Log(string, params object[])

Logs a formatted message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void Log(string format, params object[] args)
```

Parameters

format string

The format string.

args object[]

The format arguments.

LogError(object)

Logs an error message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void LogError(object message)
```

Parameters

message object

The message object.

LogError(string)

Logs an error message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void LogError(string message)
```

Parameters

message string

The message.

LogError(string, params object[])

Logs a formatted error message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void LogError(string format, params object[] args)
```

Parameters

format string

The format string.

args object[]

The format arguments.

LogWarning(object)

Logs a warning message in development builds.


```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void LogWarning(object message)
```

Parameters

message object

The message object.

LogWarning(string)

Logs a warning message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void LogWarning(string message)
```

Parameters

message string

The message.

LogWarning(string, params object[])

Logs a formatted warning message in development builds.

```
[Conditional("DEBUG")]  
[Conditional("ULOGGERS_ALWAYS_LOG")]  
public void LogWarning(string format, params object[] args)
```

Parameters

format string

The format string.

args object[]

The format arguments.