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    A log handler that only logs in release builds.

[TaggedRALogger](#)

    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, ILogHandler)

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

Parameters

`tag` string

   The logger tag.

`logHandler` ILogHandler

   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, 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, 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, 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.