AlCLogger Documentation.

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This library provides the AlCLogger_64.dll, which allows for cpp applications to log information to a file, and the console, including a formatted timestamp.

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Build

To build this software, Visual Studio 2017 is required.

Dependencies

This software has no dependencies, other than the Visual Studio 2017 Runtime libraries.

Usage

- Include the <**alCLogger_64.h**>
- Link to the **AlCLogger_64.lib** library.

```cpp
//The logging class allows for console and file logging.
class DLLEXPORT AlCLogger
{
private:
    //Indicates if we are debugging or not.
    bool DEBUG_FLAG;
    LPWSTR logFileName;
    wofstream *file;
    time_t rawtime;
    tm timeinfo;

    char ltbuf[80];
    wchar_t ltbuft[80];

    char ltbufB[4096];
    wchar_t ltbufBT[4096];

    std::mutex allogmutex;

public:
    AlCLogger(LPWSTR logFileNameX, bool debugFlag);
    ~AlCLogger();


    //Logs a msg to CONSOLE/FILE.
    void debug(LPSTR msg);
    void debug(LPWSTR msg);

};
```

  Example:

```cpp
AlCLogger *polLogger = NULL;                          // A Log instance.
polLogger = new AlCLogger(L"videoanalysispoller.log", true);
setGlobalAlCLogger(polLogger);

polLogger->debug("This is a debug message. \n\0");
polLogger->debug(L"This is a debug message. \n\0"); // for wchar_t*
```