

# Unified Logging from the Kernel

This thread has been locked. Questions are automatically locked after two months of inactivity, or sooner if deemed necessary by a moderator.

I recently had cause to futz around with using the new unified logging mechanism (

<os/log.h>

) from kernel code and I learnt some things that I figured I might share:

608

- Within the kernel

os\_log\_create

always returns

NULL

, so you can't create your own logging handle. You have to use

OS\_LOG\_DEFAULT

.
- This limits your ability to configure logging. You always get the standard configuration, meaning that

OS\_LOG\_TYPE\_INFO

and

OS\_LOG\_TYPE\_DEBUG

always go to memory.
- The channel used by kernel logging is shared by all kernel code.
- If kernel code logs too frequently, log messages will be dropped (this is no different from previous kernel logging mechanisms, and is necessary because the kernel can't block waiting for the user space daemon to clear the log).

Share and Enjoy — Quinn "The Eskimo!" Apple Developer Relations, Developer Technical Support, Core OS/Hardware

let myEmail = "eskimo" + "1" + "@apple.com"

Kernel

Asked 3 years ago by eskimo  

Reply to this question

This site contains user submitted content, comments and opinions and is for informational purposes only. Apple disclaims any and all liability for the acts, omissions and conduct of any third parties in connection with or related to your use of the site. All postings and use of the content on this site are subject to the [Apple Developer Forums Participation Agreement](#).

Apple Developer	Apple Developer Forums			
Discover	Design	Develop	Distribute	Support
macOS	Human Interface Guidelines	Xcode	Developer Program	Articles
iOS	Resources	Swift	App Store	Developer Forums
watchOS	Videos	Swift Playgrounds	App Review	Feedback & Bug Reporting
tvOS	Apple Design Awards	TestFlight	Mac Software	System Status
Safari and Web	Fonts	Documentation	Apps for Business	Contact Us
Games	Accessibility	Videos	Safari Extensions	Account
Business	Internationalization	Downloads	Marketing Resources	Certificates, Identifiers & Profiles
Education	Accessories		Trademark Licensing	App Store Connect
WWDC				

To view the latest developer news, visit [News and Updates](#).