

NAME

msg

SYNOPSIS

print a log message

USAGE

local log = require "lib/log"

log.msg(level, ...)

level - table - the type of message, one of:

log.debug - debugging messages

log.info - informational messages

log.warn - warning messages

log.error - error messages

log.success - success messages

log.always - an internal message for debugging

log.screen - output 1 line of text to the screen

log.critical - print a critical message to the console

... - string(s) - the message to print, which could be a comma separated set of strings

DESCRIPTION

msg checks the level to see if it is enabled, then prints the level type and message if it is.

Messages are output using the engine configured in each log level.

LIMITATIONS

If you use log.msg in a callback, the name of the calling routine can't be determined. A solution is to include some means of reference such as the name of the callback as an argument, i.e.

```
log.msg(log.debug, "libPlugin.format_combobox:", "value is " .. self.value)
```

which would result in

```
DEBUG: callback: libPlugin.format_combobox: value is JPEG
```