

ExLoglite

Debug via GUI Log Viewer

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- about.aquarhead.me
- SE / CCP Games / EVE Online
- Reykjavík, Ísland
- aquarhead
 - GitHub
 - Twitter
 - Slack, ...



EVE Online (The game)

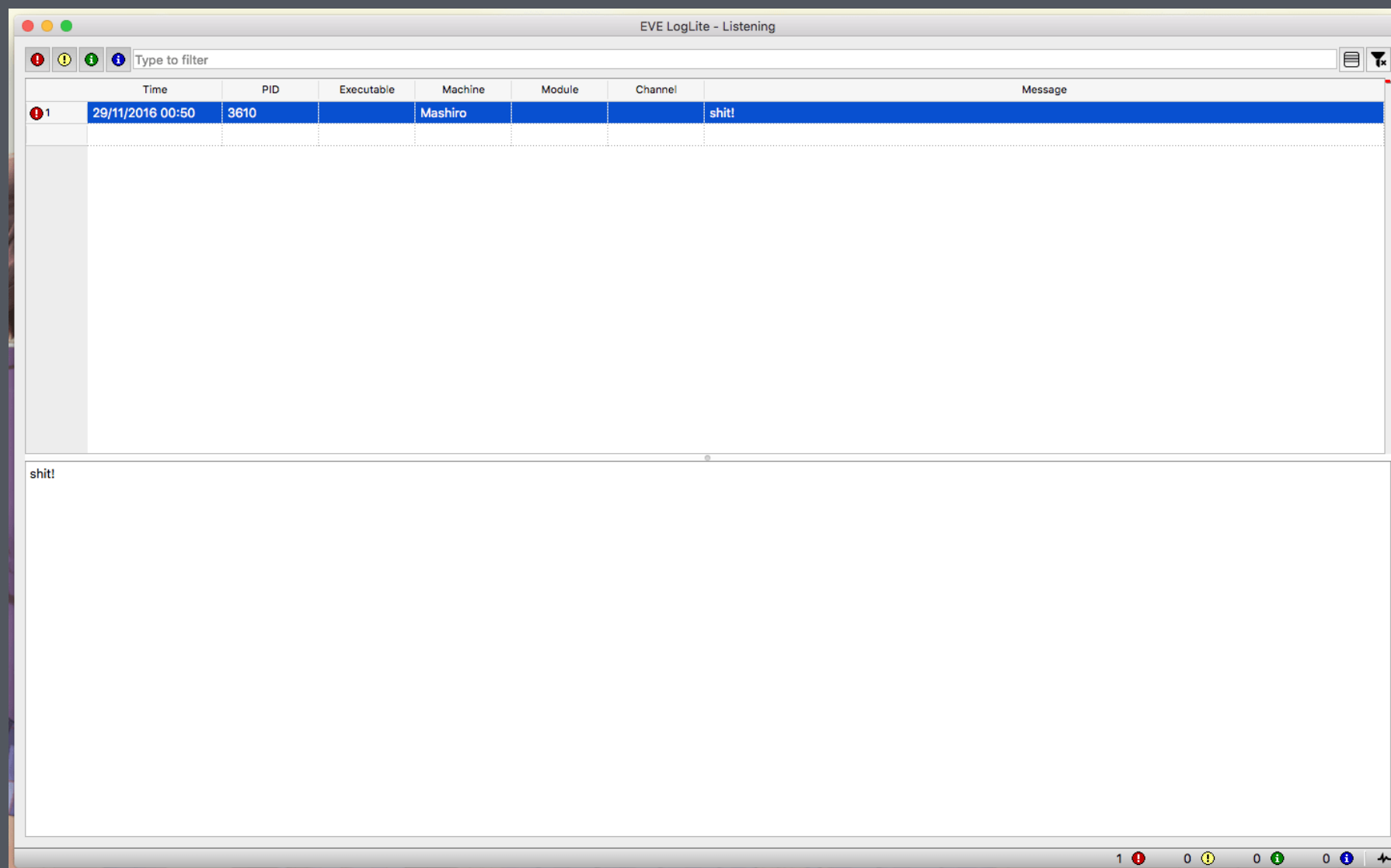
- Player-driven sci-fi sandbox MMORPG
 - 14 years old and still counting...
- Most peak players in a battle (5337)
 - Siege of M-OEE8
- Most costly battle ever (\$300,000+ USD)
 - The Bloodbath of B-R5RB

EVE Online (The development)

- Huge codebase with mostly legacy Python
- Features are grouped into (lots of) "Service"s
- Lots of debug info, even more when combined
- Need a better way to search, filter and view logs

EVE Loglite

Our 3rd-generation GUI log viewer, [open source](#)



ex_loglite

- A [Logger Backend](#) for EVE Loglite
- A package on hex.pm: [ex_loglite](#)

See it in action!

Thanks

- My blog post: blog.aquarhead.me/2016/11/exoglite
- Pattern matching
- Binary building