System Feature – Extensions – Logger

One of the extensions that we provide with the engine is a simple logger, this logger is implemented as a view on the engine and it is meant to be used by others to add a logger for their environment.

To use the logger all that is required is that the user extends the class ##LoggerView. The logger will then providing the extending class with a ##ThreadSafeEventManager, this manager will have its events automatically executed. As such the only thing required by the user is to create a ##ThreadSafeEventQueue and register the triggers with the events the user wishes to log.

The user must also provide the logger with a ##StreamWriter object, this object can take many different forms however for logging we recommend using it to wrap a file stream.

To see an example of how the logger could be used, go to appendix APPENDIX USAGE EXAMPLE. This uses the logger as a view, to track the movements and action of the vacuum cleaner in vacuum world.