Cheatography

ArduinoLog Cheat Sheet

by TimoFran via cheatography.com/196530/cs/41316/

Variables

%s	string (char*)
%S	string from flash memory (char[] PROGMEM)
%c	single character
%C	signel character (hex if not printable)
%d	integer
%l	long
%u	unsigned long
%x	hexadecimal
%X	hexadecimal (0x prefix) and leading zeros
%b	binary number
%B	binary number (0b prefix)
%t	boolean 't' or 'f'
%T	boolean 'true' or 'false'
%D, %F	double
%p	printable object

Example: Log.notice("Temperature: %D", temp_c);

Initialization

```
Serial.begin(9600);

// Initialize with log level and log output.
Log.begin (LOG_g iLE VEL _VE - RBOSE, &S erial);
```

Log leveles

LOG_LEVEL-_SILENT	no output
LOG_LEVEL-_FATAL	fatal errors
LOG_LEVEL-_ERROR	all errors
LOG_LEVEL-_WARNING	errors and warnings
LOG_LEVEL-_NOTICE	errors, warnings and notices
LOG_LEVEL-_TRACE	errors, warnings, notices and traces
LOG_LEVEL-_VERBOSE	all

Disable library

Uncomment **#define DISABLE_LOGGING** in Logging.h

This may significantly reduce your project size.

Custom logging format

```
Log.setPrefix(printPrefix);
Log.se tSu ffi x(p rin tSu - ffix);
Log.no tic e("M essage to be logged ");
void printP ref ix( Print* _logOu tput, int logLevel) {
        _lo gOu tpu t-> pri - nt( " 00: 47: 51.432 ");
}
void printS uff ix( Print* _logOu tput, int logLevel) {
          _lo gOu tpu t-> pri - nt( ".");
}
```

Result:
00:47:51.432 Message to be logged.

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