

Variables

%s	string (char*)
%S	string from flash memory (char[] PROGMEM)
%c	single character
%C	signal 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,	double
%F	
%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, &Serial);
```

Log levels

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.setSuffix(printSuffix);
Log.notice("Message to be logged");
void printPrefix(Print* _logOutput, int logLevel) {
    _logOutput->print("00:47:51.432 ");
}
void printSuffix(Print* _logOutput, int logLevel) {
    _logOutput->print(".");
}
```

Result:

00:47:51.432 Message to be logged.



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