

# README - LogManager

Version 3.1

## Overview

This is a compiled version of the core LogManager (no optional elements) from the Dragonfly Book, version 6.

**Important!** To be used, the LogManager *must* be accompanied by an implementation of the Manager class. See Chapter 4.2 of the Dragonfly Book.

## Files

Platforms, organized by directory:

- windows
- linux
- mac

Relevant files under each directory:

- LogManager.o or LogManager.obj - the compiled manager
- LogManager.h - the header file

## Install

Linux/Mac: Copy the .o and .h files appropriate to your platform to your project directory.

Windows: Right click on your project in the Solution Explorer window, select “Add” -> “Existing Item” and choose both LogManager.obj and LogManager.h.

## Testing

After implementing Manager.c and Manager.cpp (see the Dragonfly Book, Chapter 4.2), test with an new/empty project. e.g.,

```
#include "LogManager.h"

int main(int argc, char *argv[]) {

    // Start up LogManager.
    if (LM.startUp()) {
```

```

    printf("Error starting log manager!\n");
    return 1;
}

// Successfully started, so write some stuff.
LM.writeLog("This is a test.");
LM.writeLog("This is test %d.", 2);
LM.writeLog("This is %s %0.1f.", "test", 2.5);

// Shutdown LogManager.
LM.shutDown();
}

```

After compiling and running, you should find a file named `dragonfly.log` file with:

```

LM::startUp(): Successfully started.
This is a test.
This is test 2.
This is test 2.5.
LM::shutDown(): Successfully stopped.

```

## Next

Use in a similar fashion for subsequent engine development.

Happy logging!

– Mark, claypool@cs.wpi.edu