Logging

Refer to FeatStd Logging how to use and configure FeatStd logging feature.

Candera Log Output

For a list of all LogRealms supported by Candera, refer to *Candera/System/Diagnostics/LogRealm.h*:

```
FEATSTD_LOG_DECLARE_REALM(CanderaEngine2D);
FEATSTD_LOG_DECLARE_REALM(CanderaEngine3D);
FEATSTD_LOG_DECLARE_REALM(CanderaEngineBase);
FEATSTD_LOG_DECLARE_REALM(CanderaAnimation);
FEATSTD_LOG_DECLARE_REALM(CanderaSystem);
FEATSTD_LOG_DECLARE_REALM(CanderaTextEngine);
FEATSTD_LOG_DECLARE_REALM(CanderaTransitions);

FEATSTD_LOG_DECLARE_REALM(CanderaPlatformDevice);
FEATSTD_LOG_DECLARE_REALM(CanderaPlatformOs);

FEATSTD_LOG_DECLARE_REALM(CanderaAssetLoader);

FEATSTD_LOG_DECLARE_REALM(CanderaGlobalization);

FEATSTD_LOG_DECLARE_REALM(CanderaMonitor);

FEATSTD_LOG_DECLARE_REALM(CanderaScripting);

FEATSTD_LOG_DECLARE_REALM(CanderaEntityComponentSystem);

FEATSTD_LOG_DECLARE_REALM(CanderaBehavior);
```

Player Logging Support

The Player supports logging output displayed in a seperate window that can be controlled from the CGI-Panel.

Starting Player with Log Output

To show the log output window of the Player, the CGIPanel.exe has to be started with option **-l**. This will open a console window in addition to the Panel and display windows to show log output. In the default configuration this window will only show the log output of the CgiApplication and default Candera level.

> If the Player is started via SceneComposer plugin notification, it will be automatically started with the -l option.

Logging Menu Controls

After loading the asset the logging menu controls will appear on the panel. You have two options:

- Enable log checkbox: Will enable/disable the log output via the CgiAppLogAppender
- Candera log level dropdown: Will set all Candera realms to the specified log level

> Menu controls will only appear if your DLL was built with FEATSTD_LOG_ENABLED option

Log Control via SceneComposer

If the Player is started via SceneComposer plugin notification during asset generation, it is possible to use the SceneComposer logging menu options. The changed settings will be sent to the Player.

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