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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