


# JSLogger

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Supported Clients

SmartClient WebClient NGClient

Property Summary		
JSLogBuilder	always	Construct a log event that will always be logged.
JSLogBuilder	debug	Construct a debug log event.
Boolean	debugEnabled	Check if the current logger's logging level enables logging on the debug level.
JSLogBuilder	error	Construct an error log event.
Boolean	errorEnabled	Check if the current logger's logging level enables logging on the error level.
JSLogBuilder	fatal	Construct a fatal log event.
Boolean	fatalEnabled	Check if the current logger's logging level enables logging on the fatal level.
JSLogBuilder	info	Construct an info log event.
Boolean	infoEnabled	Check if the current logger's logging level enables logging on the info level.
String	level	Get the logging level of this logger
JSLogBuilder	trace	Construct a trace log event.
Boolean	traceEnabled	Check if the current logger's logging level enables logging on the trace level.
JSLogBuilder	warn	Construct a warn log event.
Boolean	warnEnabled	Check if the current logger's logging level enables logging on the warn level.

Methods Summary

void [setLevel\(level\)](#) Set the level for this logger.

Property Details

**always**  
Construct a log event that will always be logged.

**Returns**  
[JSLogBuilder](#) a LogBuilder

**Supported Clients**  
SmartClient,WebClient,NGClient

**Sample**

```
var log = application.getLogger();
log.always.log("some message and {} {}", "some", "arguments");
```

**debug**  
Construct a debug log event.

**Returns**  
[JSLogBuilder](#) a LogBuilder

**Supported Clients**  
SmartClient,WebClient,NGClient

**Sample**

```
var log = application.getLogger();
log.debug.log("some message and {} {}", "some", "arguments");
```

**debugEnabled**  
Check if the current logger's logging level enables logging on the debug level.  
Return true if the logger's level is set to debug or trace.

**Returns**  
[Boolean](#) true if 'debug' level is enabled for logging

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**Supported Clients**

SmartClient,WebClient,NGClient

**Sample****error**

Construct an error log event.

**Returns**

[JSLogBuilder](#) a LogBuilder

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
var log = application.getLogger();
log.error.log("some message and {} {}", "some", "arguments");
```

**errorEnabled**

Check if the current logger's logging level enables logging on the error level.  
Return true if the logger's level is set to error, warn, info, debug or trace.

**Returns**

[Boolean](#) true if 'error' level is enabled for logging

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample****fatal**

Construct a fatal log event.

**Returns**

[JSLogBuilder](#) a LogBuilder

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
var log = application.getLogger();
log.fatal.log("some message and {} {}", "some", "arguments");
```

**fatalEnabled**

Check if the current logger's logging level enables logging on the fatal level.  
Return true if the logger's level is set to fatal, error, warn, info, debug or trace.

**Returns**

[Boolean](#) true if 'fatal' level is enabled for logging

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample****info**

Construct an info log event.

**Returns**

[JSLogBuilder](#) a LogBuilder

**Supported Clients**

SmartClient,WebClient,NGClient

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**Sample**

```
var log = application.getLogger();
log.info.log("some message and {} {}", "some", "arguments");
```

**infoEnabled**

Check if the current logger's logging level enables logging on the info level.  
Return true if the logger's level is set to info, debug or trace.

**Returns**

[Boolean](#) true if 'info' level is enabled for logging

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample****level**

Get the logging level of this logger

**Returns**

[String](#) the logging level of this logger

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample****trace**

Construct a trace log event.

**Returns**

[JSLogBuilder](#) a LogBuilder

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
var log = application.getLogger();
log.trace.log("some message and {} {}", "some", "arguments");
```

**traceEnabled**

Check if the current logger's logging level enables logging on the trace level.  
Return true if the logger's level is set to trace.

**Returns**

[Boolean](#) true if 'trace' level is enabled for logging

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample****warn**

Construct a warn log event.

**Returns**

[JSLogBuilder](#) a LogBuilder

**Supported Clients**

SmartClient,WebClient,NGClient

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**Sample**

```
var log = application.getLogger();
log.warn.log("some message and {} {}", "some", "arguments");
```

**warnEnabled**

Check if the current logger's logging level enables logging on the warn level.  
Return true if the logger's level is set to warn, info, debug or trace.

**Returns**

[Boolean](#) true if 'warn' level is enabled for logging

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

## Methods Details

**setLevel(level)**

Set the level for this logger.  
Be aware that this will override the logging level as configured in log4j.xml, meaning it affects all JSLogger instances based on that configuration. This changes the global configuration, meaning that restarting the client will not reset the logging level to it's default state. Only restarting the application server will reset the logging level to it's default state.

**Parameters**

[JSLogBuilder](#) level the desired logging level for this logger

**Supported Clients**

SmartClient,WebClient,NGClient

**Sample**

```
var log = application.getLogger("myLogger");
log.setLevel(log.info);
```