



Function holoscan::set_log_pattern

Table of contents

Function Documentation

- Defined in [File logger.hpp](#)

Function Documentation

`void holoscan::set_log_pattern(std::string pattern = "")`

Set global log format string.

If the environment variable `HOLOSCAN_LOG_FORMAT` is set, the log pattern will be overridden by the value of the environment variable.

If the user has not set the log pattern explicitly before `Application::Application()` is called and no environment variable (`HOLOSCAN_LOG_FORMAT`) is set, the default log pattern will be used.

`HOLOSCAN_LOG_FORMAT` can be set to one of the following values:

- `SHORT`: prints message severity level, and message
- `DEFAULT`: prints message severity level, filename:linenumber, and message
- `LONG`: prints timestamp, application, message severity level, filename:linenumber, and message
- `FULL`: prints timestamp, thread id, application, message severity level, filename:linenumber, and message

Or, a custom format string can be specified. Please refer to the [spdlog documentation](#) for the format string syntax.

Parameters

pattern – The format string.

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024