

LOGGING CLIENT SEQUENCE

We can log event messages from the ioc's using Logging Client C/C++ API. The following is a SNIPIT from Stephanie Allison's example sequence:

```
long      cmlog_client_h; /* cmlog client handle */
char      errmsg[256];   /* Msg for epicsPrint */
int       counter;
int       status;

cmlog_client_h = cmlog_open("tCMLOGSEQ");
sprintf(errmsg, "CMLOG message, count = %d\n", counter);

status = cmlog_logmsg(cmlog_client_h,
                     32, /* verbosity */
                     12, /* severity */
                     0, /* message code */
                     "EPICS", /* facility */
                     "text = %s", errmsg);

cmlog_close(cmlog_client_h);
```

There are C++ routines to:

- setThrottle
- setSeverityThreshold
- setVerbosityThreshold (length)

(They would need testing if we are going to use them).