

# Welcome to Log4Delphi

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## 1. What is Log4Delphi?

Log4Delphi is an Open Source project that aims to produce a high quality and usable logging suite for Borland's Delphi based on the Log4J package from the Apache Software Foundation.

The main goals of the project are:

- **Simplicity.** Simplicity should drive everything, the suite should be simple to understand and simple to use.
- **Loosely based on Log4J.** The Log4J package is a mature logging package for the Java Platform. Log4Delphi is based on that package in such a way that those who know and understand Log4J will easily pick up and learn Log4Delphi.
- **Finally, Log4Delphi should be flexible enough to easily integrate into new and existing Delphi projects, by following standard Delphi practices.**

Those interested in the Log4J package can find more information [here](#).

## 2. What is Logging?

Inserting log statements into source code is a low-tech method for debugging it. It may also be the only way since debuggers are not always available or applicable, often the case for distributed applications.

On the other hand, some people argue that log statements pollute source code and decrease legibility. Generally log statements increase the size of the code and reduce its speed, even when logging is turned off. Given that a reasonably sized application may contain thousands of log statements, speed is of particular importance.

With Log4Delphi it is possible to enable logging at runtime without modifying (re-compiling) the application binary. The Log4Delphi suite is designed so that these statements can remain in shipped code without incurring a heavy performance cost. Logging behavior can be controlled by editing a configuration file, without touching the application binary.

Logging equips the developer with detailed context for application failures. On the other hand, testing provides quality assurance and confidence in the application. Logging and testing should not be confused. They are complementary. When logging is wisely used, it can prove to be an essential tool.

The target of the log output can be a console window, file or a TStream object, making it possible to send log statements to any imaginable destination, even to a remote log server!

### 3. How Much Does Log4Delphi Cost?

Since Log4Delphi is licenced under an Open Source license it is completely free of charge for any application. This means you can use it in your commercial applications without any worry.

Support is also free, just join the mailing list and ask any questions you want.

The source code is available, so if a feature you want is missing, feel free to implement it!

### 4. Project Status

Log4Delphi is still in early stages of development and will continue to grow through a series of 0.x releases.

It is important for users and developers to realise that this is evolving software and therefore, prior to a 1.0 release, ensuring quality of design is considered more important than retaining backwards compatibility. Having said that, the project strives not to make any undocumented backwards-incompatible changes.

### 5. Developing Log4Delphi

Log4Delphi is a native 32Bit Borland Delphi Package that is open source and developed in Borland's Delphi version 6 on Windows XP.

Third party libraries used by Log4Delphi are:

- [DUnit](#) - Unit testing for Delphi.
- [DelphiCodeToDoc](#) - Documentation for Delphi.

### 6. Where Can I Get It?

Log4Delphi is developed using principles from the XP approach to software development which means that new releases will be released often, almost once a month, so check back often for new releases.

Official releases are available from this site [here](#).

A release guide may be found [here](#).

### 7. How Can I Contribute?

Download it and use it. Then share your experiences with other users and developers on the

mailing list by joining the mailing list [here](#). You can also use the mailing list to discuss what you like and don't like about Log4Delphi as well as what you would like to see changed, added or removed.

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