

Console Appender Code Gen

Summary

“Appender configuration to print the log on the console screen” can be easily prepared by using Code Generation.

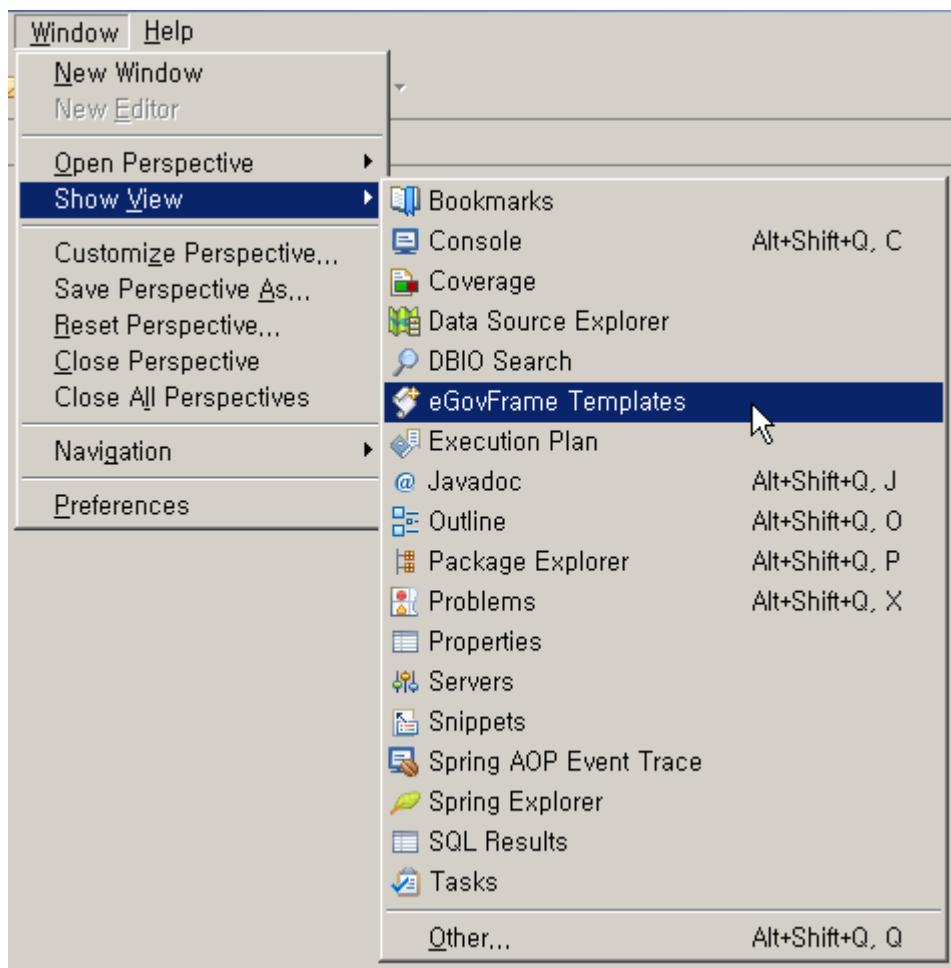
Description

For description on Console Appender Configuration, refer to the following execution environment guide.

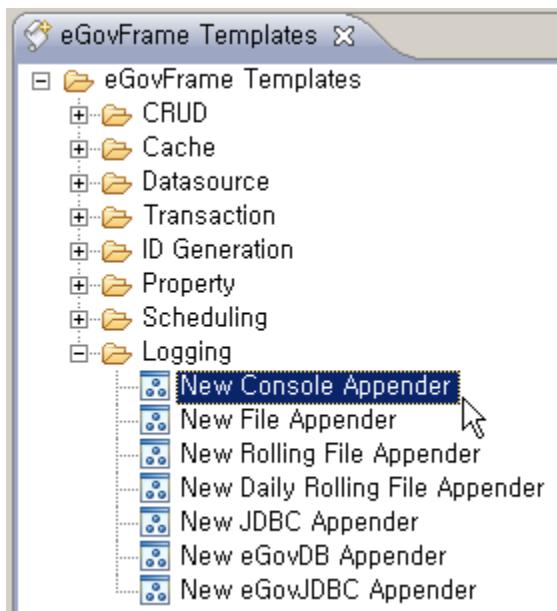
- [Execution Environment Logging Configuration Guide](#)

Manual

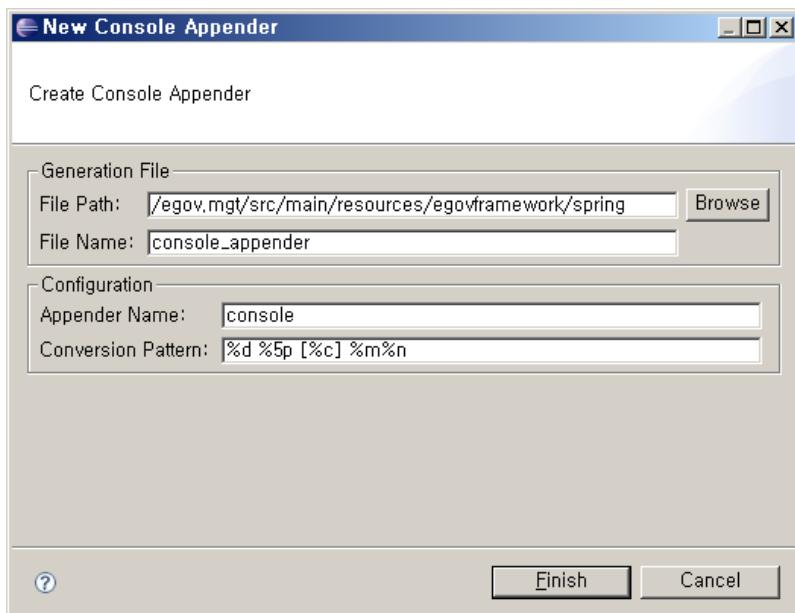
1. Show Template : Select Window>Show View>eGovFrame Templates.



2. Select the template of configuration to prepare.



3. On the screen UI, enter the needed items and click Finish button.



4. Check the created configuration file.

```
<?xml version="1.0" encoding="UTF-8" ?>
<!DOCTYPE log4j:configuration SYSTEM "log4j.dtd">
<log4j:configuration xmlns:log4j='http://jakarta.apache.org/log4j/'>

    <appender name="console" class="org.apache.log4j.ConsoleAppender">
        <layout class="org.apache.log4j.PatternLayout">
            <param name="ConversionPattern" value="%d %5p [%c] %m%n" />
        </layout>
    </appender>

    <logger name="org.springframework" additivity="false">
        <level value="DEBUG" />
        <appender-ref ref="console" />
    </logger>

    <root>
        <level value="OFF" />
        <appender-ref ref="console" />
    </root>

</log4j:configuration>
```

A screenshot of an XML editor showing the file "console_appender.xml". The code is a valid Log4j configuration file. It defines a console appender with a specific conversion pattern and applies it to a logger for "org.springframework" at DEBUG level. The root logger is set to OFF. The XML uses the "Source" tab of the editor.