Problem

How do I change the name GlobalLogger or StaticMethodLogger within C++ logs?

Solution

A: There is more than one way to do this but only one is recommended.

To answer this question completely, a little background on how the ACS logging system in C++ works is needed. Basically all the non-static context logging macros defined within *loggingACEMACROS.h* are dependent upon a single function or method being available:

```
Logging::Logger::LoggerSmartPtr
getLogger();
```

which ACS has implemented in the *logging* library already. The name of the *Logger* object returned by this ACS-implemented function is *GlobalLogger*. The macros themselves then just make calls to **getLogger()->log(...)** which of course is completely hidden.

A positive consequence of this is that:

- one can implement a member function within **their** own class named **getLogger** having a signature identical to the **getLogger()** function described above
- the ACS logging macros will then use the *Logger* object returned by your class's **getLogger** method instead of the globally available **getLogger()** function
- a trivial implementation of **getLogger** which just changes the name of the *SourceObject* (i.e., "GlobalLogger") could be something like:

```
protected:
    Logging::Logger::LoggerSmartPtr
    getLogger()
    {
      return ::getNamedLogger("whatever name I choose");
    }
```

In this case, all we do is use another ACS-provided function to create a *Logger* with a name of our choice.

As for changing the name of the *Logger* used by static logging macros:

- implement a static method called **getNamedLogger** following the signature defined in *loggingGetLogger.h*
- within your **getNamedLogger** implementation, **ignore the name parameter being passed in entirely**. Instead, use whatever name you want.
- a sample implementation of **getNamedLogger** could be:

```
Logging::Logger::LoggerSmartPtr
getNamedLogger(const std::string& loggerName)
{
    return ::getNamedLogger("my name and not loggerName");
}
```

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