

## NAME

Log::Message::Handlers - Message handlers for Log::Message

## SYNOPSIS

```
# Implicitly used by Log::Message to serve as handlers for
# Log::Message::Item objects

# Create your own file with a package called
# Log::Message::Handlers to add to the existing ones, or to even
# overwrite them

$item->carp;

$item->trace;
```

## DESCRIPTION

Log::Message::Handlers provides handlers for Log::Message::Item objects. The handler corresponding to the level (see Log::Message::Item manpage for an explanation about levels) will be called automatically upon storing the error.

Handlers may also explicitly be called on an Log::Message::Item object if one so desires (see the Log::Message manpage on how to retrieve the Item objects).

## Default Handlers

### log

Will simply log the error on the stack, and do nothing special

### carp

Will carp (see the Carp manpage) with the error, and add the timestamp of when it occurred.

### croak

Will croak (see the Carp manpage) with the error, and add the timestamp of when it occurred.

### cluck

Will cluck (see the Carp manpage) with the error, and add the timestamp of when it occurred.

### confess

Will confess (see the Carp manpage) with the error, and add the timestamp of when it occurred

### die

Will simply die with the error message of the item

### warn

Will simply warn with the error message of the item

### trace

Will provide a traceback of this error item back to the first one that occurred, clucking with every item as it comes across it.

## Custom Handlers

If you wish to provide your own handlers, you can simply do the following:

- Create a file that holds a package by the name of `Log::Message::Handlers`
- Create subroutines with the same name as the levels you wish to handle in the Log::Message

module (see the Log::Message manpage for explanation on levels)

- Require that file in your program, or add it in your configuration (see the Log::Message::Config manpage for explanation on how to use a config file)

And that is it, the handler will now be available to handle messages for you.

The arguments a handler may receive are those specified by the `extra` key, when storing the message. See the Log::Message manpage for details on the arguments.

## SEE ALSO

*Log::Message*, *Log::Message::Item*, *Log::Message::Config*

## AUTHOR

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## Acknowledgements

Thanks to Ann Barcomb for her suggestions.

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