



Welcome to NLog

NLog is a free logging platform for .NET, Silverlight and Windows Phone with rich log routing and management capabilities. It makes it easy to produce and manage high-quality logs for your application regardless of its size or complexity.

[NLog v2.0](#)
[NLog v1.0 Refresh](#)

NLog is open source software, distributed under the terms of [BSD license](#) and source is available on [GitHub](#).

Packages are also available via [NuGet](#).

Recent News

- [2011-10-30 Using NLog with Mono](#)
- [2011-07-17 NLog 2.0 has been released!](#)
- [2011-06-17 NLog 2.0 Release Candidate is now available](#)
- [2011-04-20 Exception logging enhancements](#)
- [2011-04-14 Simplifying NLog.Extended.dll usage](#)

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Features

NLog can process diagnostic messages emitted from any .NET language (such as C# or Visual Basic), augment them with [contextual information](#) (such as date/time, severity, thread, process, environment environment), format them according to your preference and send them to one or more [targets](#) such as file or database.

[.NET](#), [C/C++](#) and [COM interop](#) APIs are supported so that all your application components including legacy modules written in C++/COM can route their log messages through a common engine.

Supported targets include:

- **Files** – single file or multiple, with [automatic file naming and archival](#)
- **Event Log** – [local or remote](#)
- **Database** – store your logs in [databases](#) supported by .NET
- **Network** – using [TCP](#), [UDP](#), [SOAP](#), [MSMQ](#) protocols
- **Command-line console** – including [color coding](#) of messages
- **E-mail** – you can [receive emails](#) whenever application errors occur
- **ASP.NET trace**
- ... and many more

Other key features:

- very easy to configure, both through [configuration file](#) and programmatically
- easy-to-use [logger pattern](#) known from log4xxx
- advanced routing using [buffering](#), [asynchronous logging](#), [load balancing](#), [failover](#), and [more](#)
- cross-platform support: .NET Framework, .NET Compact Framework and Mono (on Windows and Unix)