

# Dealing with Event Viewer

Event Viewer is a troubleshooting tool in Microsoft Windows 2000. This how-to article will describe how to use Event Viewer.

Event Viewer displays detailed information about system events.

This information includes

- Event type.
- The date and time that the event occurred.
- The source of the event.
- The category for the event.
- The Event ID.
- The user who was logged on when the event occurred, and the computer on which the event occurred.

Here we will discuss about the ABC of Event Viewer.

## Starting Event Viewer:

Event Viewer can be started from

**Start → Programs → Administrative Tools → Event Viewer.**

Or

**Start → Run → type eventvwr.msc and click Ok.**

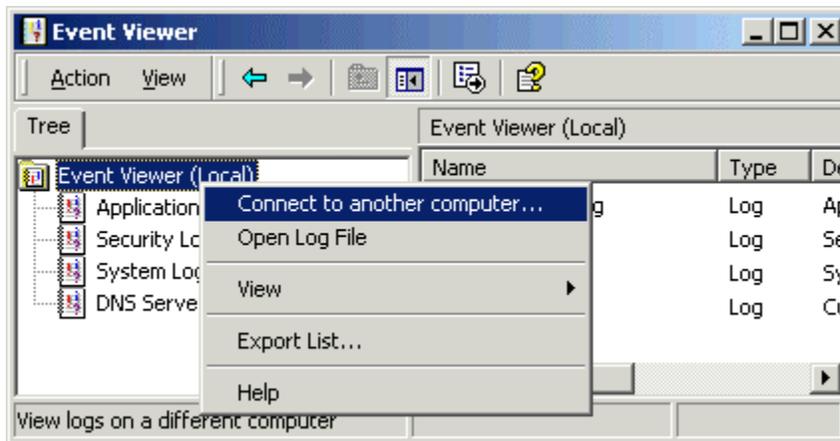


## Selecting Computers:

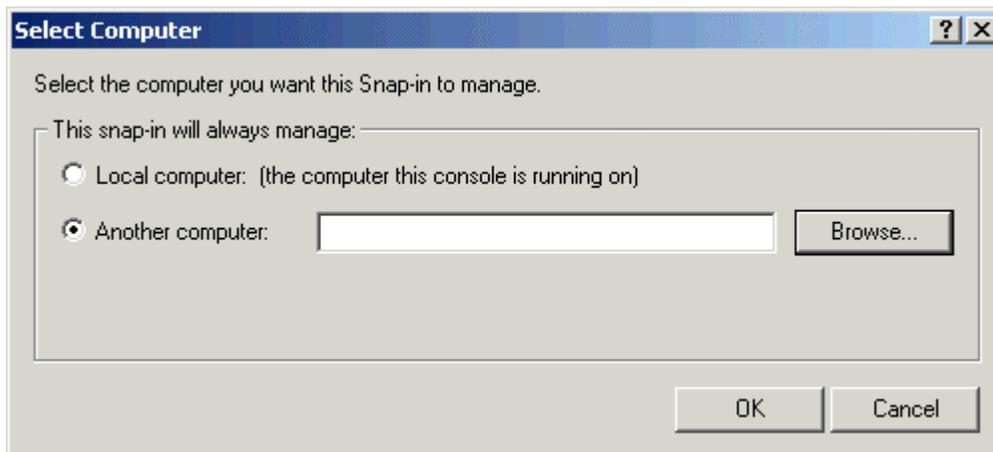
With appropriate administrative authority, you can select any computer in your network to view that computer's Event logs.

To select computers in Event Viewer

1. In the top of the console tree, right-click **Event Viewer (local)**, and then click **Connect to another computer**.



2. Either browse to the computer name or type the computer name in the dialog box to view the Event log on that computer.
3. Click **OK**.

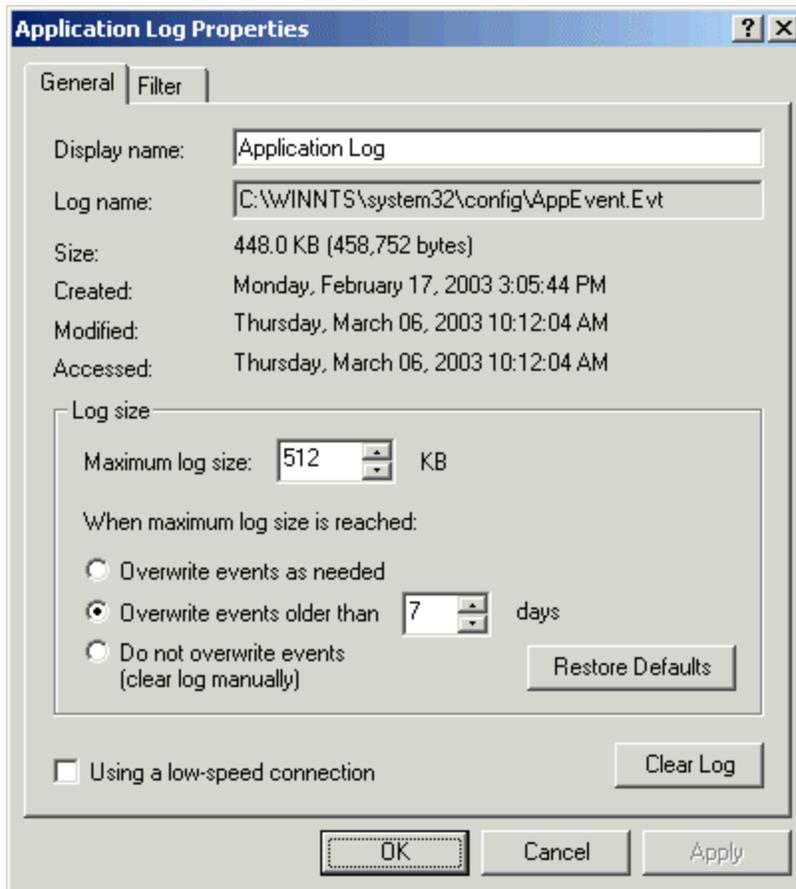


## Adjusting Event Viewer Settings:

In Windows 2000, you can adjust Event Viewer settings for a specific log file like display name, max log file size etc.

To adjust the settings for a log file.

1. In the console tree, right-click the appropriate log file, and then click **Properties**.
2. Click the **General** tab.

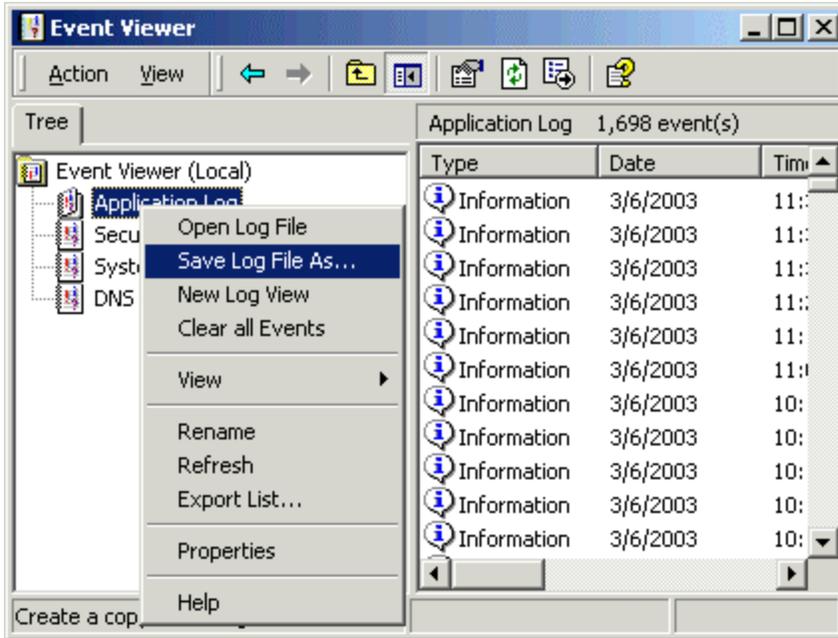


## Saving Event Logs:

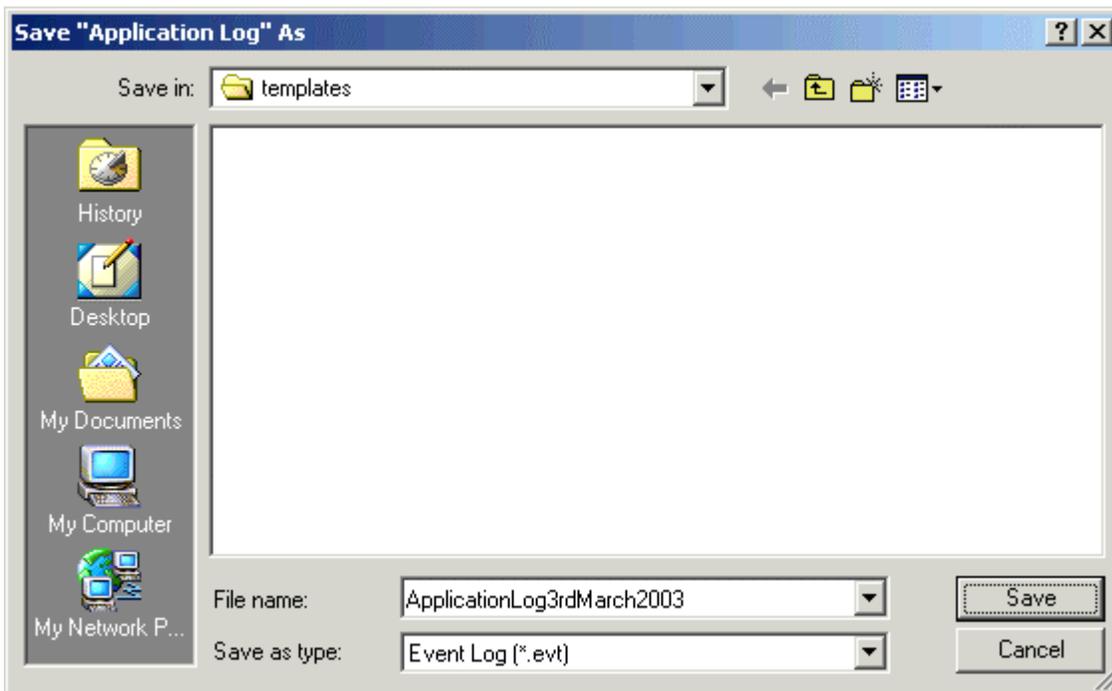
You can save Event Logs for later analysis or for use as historical data. The log files are saved to a file name and location that you choose, with a file name extension that is determined by the format of the saved log file.

To save Event logs

1. In the console tree, right-click the appropriate log file, and then click **Save Log File As**.



2. Navigate to the subfolder in which you want to save the file, type a name for the file, click the file type, and then click **Save**.

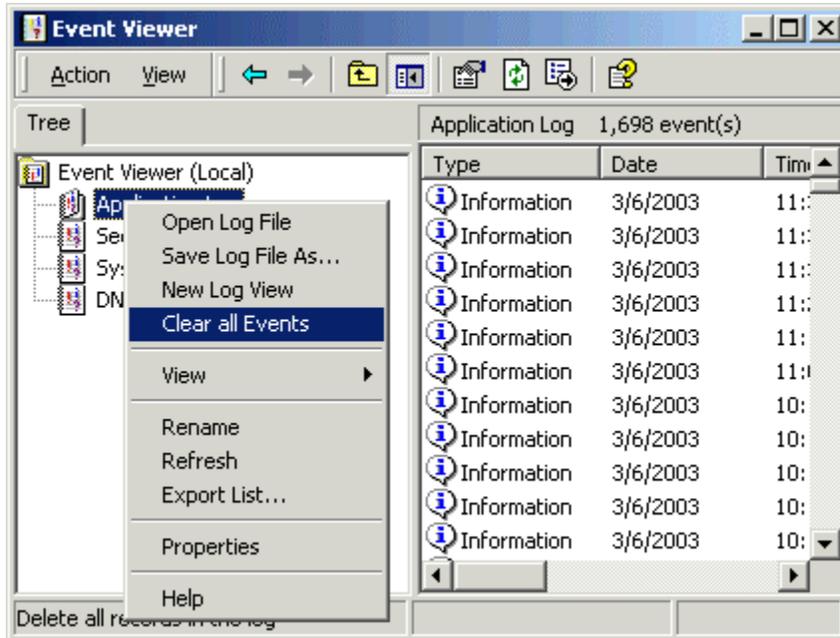


### Clearing Event Logs:

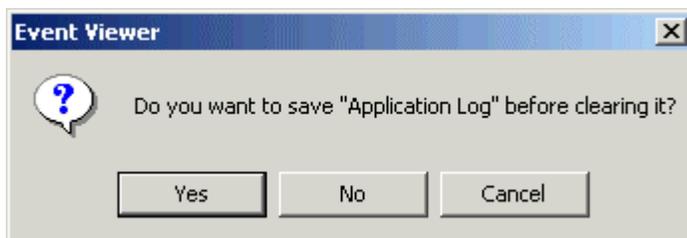
You can manually clear all of the events from an Event log when necessary. On heavily used servers, it is a good idea to save data from the Event log for later administrative use before you clear all of the events.

To clear Event logs:

1. In the console tree, right-click the appropriate log file, and then click **Clear all Events**.



2. You are prompted for whether you want to save the log to a file before clearing it.
3. Click **Yes** to save a log and clear all events. If you click **No**, the log is not saved, but all events are cleared from the selected Event log. If you click **Cancel**, the request to clear the log is canceled.

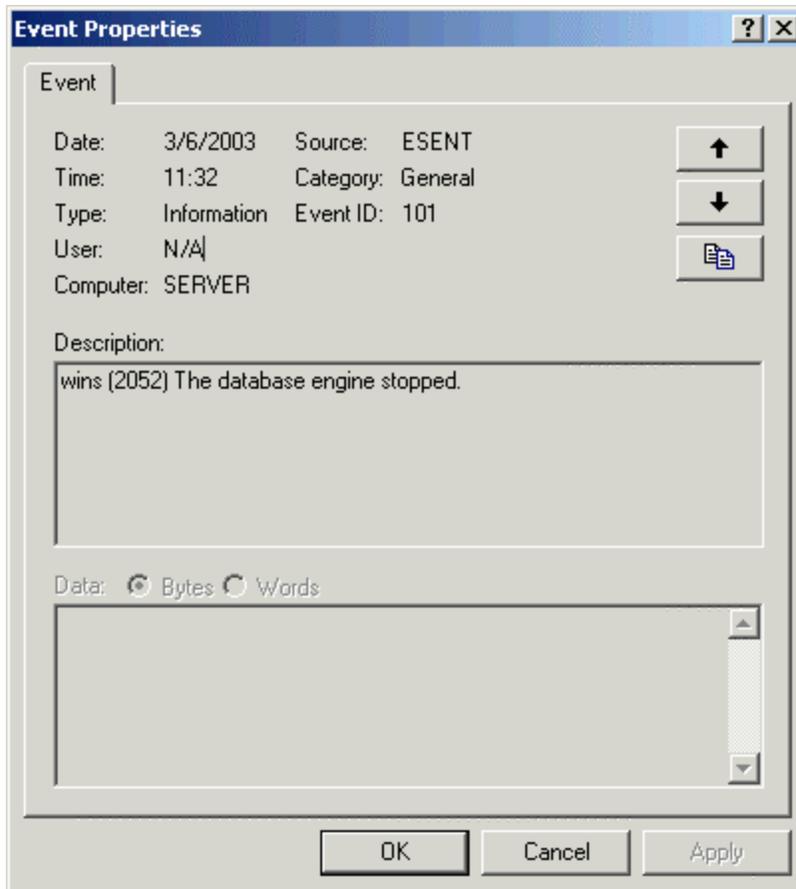


### Viewing Event Details

After you select a log in the Event Viewer, you can search, filter, sort and view details about events.

To view events:

1. In the console tree, right-click the appropriate log file. A list of events in the log file is displayed in the details pane of Event Viewer.
2. Click a specific event in the details pane to display the **Event Properties** dialog box and details about the event.

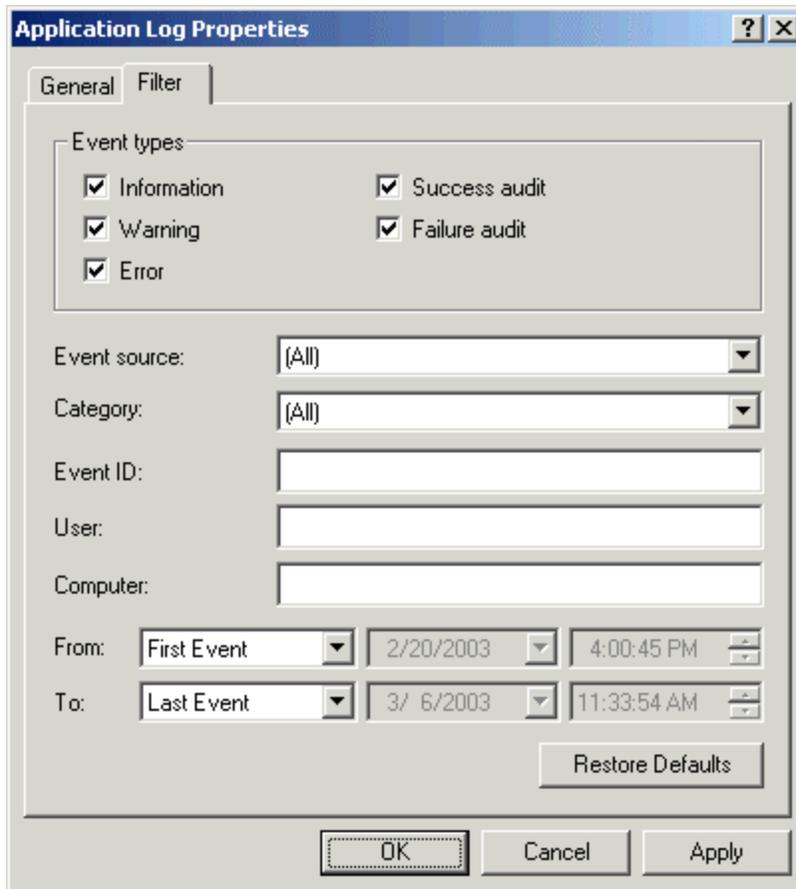


## Filtering Events:

You can specify a filter that limits the type of information that you want Event Viewer to display. These filters only affect which event log items are displayed in the viewer.

To filter events:

1. In the console tree, right-click the appropriate log file, and then click **Properties**.
2. Click the **Filter** tab.
3. Type the appropriate information that you would like to filter.
4. Click **OK**.

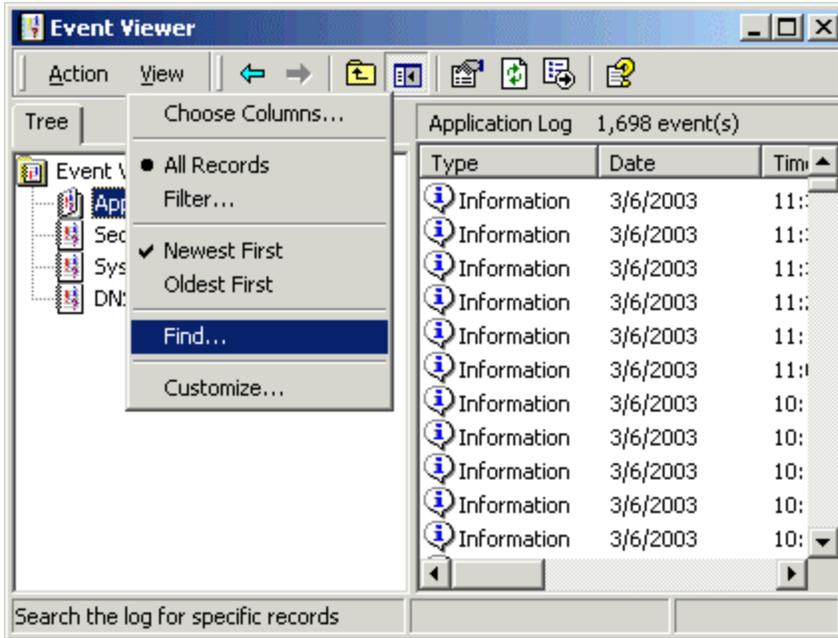


## Finding Events

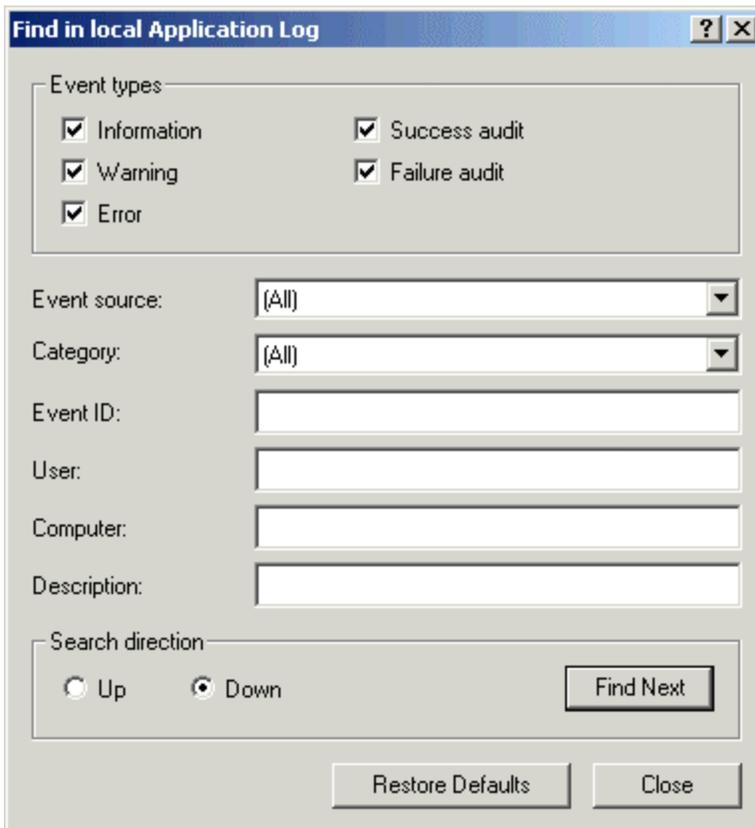
Event Viewer provides the option to search for events. Searches can be useful when you are viewing large logs.

To find an event:

1. In the console tree, right-click the appropriate log file.
2. On the **View** menu, click **Find**.



3. Type the appropriate information that you would like to find in the dialog box, and then click **Find Next**.



4. Click **Close** when you are finished.

