

# Using EurekaLog

If you have EurekaLog installed, you can set the "Use EurekaLog Compiler" option on the [Compile Delphi action](#) Project tab, in order to have the project built with EurekaLog.

In addition to doing this, two options must be set before you get full EurekaLog results:

- "Activate EurekaLog" must be enabled on the project in the Delphi IDE. To do this, open the project in the IDE, go to Project -> EurekaLog Settings and verify that "Activate EurekaLog" is enabled. You will need to save and close the project before the changes take effect.
- This will give you EurekaLog logging, however the EUREKALOG and EUREKALOG\_Vx conditional defines will not be set in the project unless you enable the "Use Conditionals from Project File" option on the Directories tab.