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Deployment Guide

log Section

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log Section

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all

Default Value: stdout

Valid Values:

stdout	Log events are sent to the Standard output (stdout).
stderr	Log events are sent to the Standard error output (stderr).
network	Log events are sent to Message Server, which can reside anywhere on the network. Message Server stores the log events in the Log Database. Setting the all log level option to the network output enables an application to send log events of the Standard, Interaction, and Trace levels to Message Server. Debug-level log events are neither sent to Message Server nor stored in the Log Database.
memory	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
[filename]	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes take effect: Immediately

Specifies the outputs to which an application sends all log events. The log output types must be separated by a comma when more than one output is configured. For example: all = stdout, logfile

buffering

Default Value: true

Valid Values:

true	Enables buffering.
false	Disables buffering.

Changes Take Effect: Immediately

Turns on/off operating system file buffering. The option is applicable only to the stderr and stdout output. Setting this option to true increases the output performance.

Warning

When buffering is enabled, there might be a delay before log messages appear at the console.

expire

Default Value: 10

Valid Values:

false	No expiration; all generated segments are stored.
<number> file or <number>	Sets the maximum number of log files to store. Specify a number from 1—1000.

Changes Take Effect: After server restart

Determines whether log files expire. If they do, sets the measurement for determining when they expire, along with the maximum number of files (segments) before the files are removed. This option is ignored if log output is not configured to be sent to a log file.

Warning

If this option's value is incorrectly set an out of the range of value it will be automatically reset to 10.

segment

Default Value: 100 MB

Valid Values:

false	No segmentation is allowed.
<number> KB or <number>	Sets the maximum segment size, in kilobytes. The minimum segment size is 100 KB.
<number> MB	Sets the maximum segment size, in megabytes.
<number> hr	Sets the number of hours for the segment to stay open. The minimum number is 1 hour.

Changes Take Effect: After server restart

Specifies whether there is a segmentation limit for a log file. If there is, sets the mode of measurement, along with the maximum size. If the current log segment exceeds the size set by this option, the file is closed and a new one is created. This option is ignored if log output is not configured to be sent to a log file.

time_convert

Default Value: utc

Valid Values:

local	The time of log record generation is expressed as a local time, based on the time zone and any seasonal adjustments. Time zone information of the application's host computer is used.
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utc	The time of log record generation is expressed as Coordinated Universal Time (UTC).
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Changes Take Effect: Immediately

Specifies the system in which an application calculates the log record time when generating a log file. The time is converted from the time in seconds since the Epoch time (00:00:00 UTC, January 1, 1970).

time_format

Default Value: time

Valid Values:

time	The time string is formatted according to the HH:MM:SS.sss (hours, minutes, seconds, and milliseconds) format.
locale	The time string is formatted according to the system's locale.
ISO8601	The date in the time string is formatted according to the ISO 8601 format. Fractional seconds are given in milliseconds.

Changes Take Effect: Immediately

Specifies how to represent, in a log file, the time when an application generates log records. A log record's time field in the ISO 8601 format looks like this: 2001-07-24T04:58:10.123

trace

Default Value: stdout

Valid Values:

stdout	Log events are sent to the Standard output (stdout).
stderr	Log events are sent to the Standard error output (stderr).
network	Log events are sent to Message Server, which can reside anywhere on the network. Message Server stores the log events in the Log Database.
memory	Log events are sent to the memory output on the local disk. This is the safest output in terms of the application performance.
[filename]	Log events are stored in a file with the specified name. If a path is not specified, the file is created in the application's working directory.

Changes Take Effect: Immediately

Specifies the outputs to which an application sends the log events of the Trace level and higher (that is, log events of the Standard, Interaction, and Trace levels). The log outputs must be separated by a comma when more than one output is configured. For example: `trace = stderr, network`

verbose

Default Value: `trace`

Valid Values:

<code>all</code>	All log events (that is, log events of the Standard, Trace, Interaction, and Debug levels) are generated.
<code>debug</code>	The same as <code>all</code> .
<code>trace</code>	Log events of the Trace level and higher (that is, log events of the Standard, Interaction, and Trace levels) are generated, but log events of the Debug level are not generated.
<code>interaction</code>	Log events of the Interaction level and higher (that is, log events of the Standard and Interaction levels) are generated, but log events of the Trace and Debug levels are not generated.
<code>standard</code>	Log events of the Standard level are generated, but log events of the Interaction, Trace, and Debug levels are not generated.
<code>none</code>	No output is produced.

Changes Take Effect: Immediately

Determines whether a log output is created. If it is, specifies the minimum level of log events generated. The log events levels, starting with the highest priority level, are Standard, Interaction, Trace, and Debug.