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# Genesys Voice Platform

log Section

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# log Section

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## all

**Default Value:** ../logs/SSG

### 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.

## debug

**Default Value:** ../logs/SSG

### 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 the log events of the Debug level and higher (that is, log events of the Standard, Interaction, Trace, and Debug levels). The log output types must be separated by a comma when more than one output is configured.

## expire

**Default Value:** 7 day

### 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.
- **[number] day** Sets the maximum number of days before log files are deleted. Specify a number from 1-100.  
**Changes Take Effect:** immediately  
Determines whether log files expire. If they do, sets the measurement for determining when they expire, along with the maximum number of files (segments) or days before the files are removed. This option is ignored if log output is not configured to be sent to a log file. Note: If the value of the option is set incorrectly -out of the range of valid values- it will be automatically reset to 10

## interaction

**Default Value:** ../logs/SSG

### 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 the log events of the Interaction level and higher (that is, log events of the Standard and Interaction levels). The log outputs must be separated by a comma when more than one output is configured.

## segment

**Default Value:** 10000

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**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:** immediately  
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.

## standard

**Default Value:** ../logs/SSG

**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 the log events of the Standard level. The log output types must be separated by a comma when more than one output is configured.

## time\_convert

**Default Value:** local

**Valid Values:**

**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 (00:00:00 UTC, January 1, 1970).

- **Local Time (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.
- **Coordinated Universal Time (utc)** The time of log record generation is expressed as Coordinated Universal Time (UTC).

## trace

**Default Value:** ../logs/SSG

**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 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.

## verbose

**Default Value:** standard

**Valid Values:**

- **all** All log events (that is, log events of the Standard, Trace, Interaction, and Debug levels) are generated.
- **debug** The same as all.
- **trace** 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.
- **interaction** 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.
- **standard** Log events of the Standard level are generated, but log events of the Interaction, Trace, and Debug levels are not generated.
- **none** 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.