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## Genesys Engage Digital (eServices)

[log](#)

# log

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## access-log-apptype-filter-in

**Default Value:**

**Valid Values:** Comma separated AppTypes.

**Changes Take Effect:** At next stop/start of Access Log

If set, specifies AppType filter for client requests that will be written to access log file. e.g. set value "Interaction Workspace" to allow application with requests specifying AppType="Interaction Workspace" to be logged. Note that AppType is a non-mandatory attribute of request that client application must specify.

## access-log-apptype-filter-out

**Default Value:**

**Valid Values:** Comma separated AppTypes.

**Changes Take Effect:** At next stop/start of Access Log

If set, specifies AppType filter for client requests that will not be written to access log file. e.g. set value "EMAIL\_SERVER,Custom App" to avoid applications with requests specifying such AppTypes to be logged. Note that if "access-log-apptype-filter-in" is set, option "access-log-apptype-filter-out" is not taken into account. Note that AppType is a non-mandatory attribute of request that client application must specify.

## access-log-path

**Default Value:** access.log

**Valid Values:** Any valid file path.

**Changes Take Effect:** At next stop/start of Access Log

Specifies the access log file path. Note that a log file will be generated for each day of activity. The specified file name will be renamed daily at midnight server time to include the date such as for example by default "access.log.2012-08-13" Once renamed, another file is generated so that specified option file name is always the latest.

## access-log-rolling-period

**Default Value:** '.yyyy-MM-dd

**Valid Values:** Enumerator

**Changes Take Effect:** At next stop/start of Access Log

Specifies the rolling schedule as a pattern. Possible values are :

- Daily ('.yyyy-MM-dd) (default) : Rollover at midnight each day.
- Twice a day ('.yyyy-MM-dd-a) : Rollover at midnight and midday of each day.
- Hourly ('.yyyy-MM-dd-HH) : Rollover at the top of every hour.

## 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:** false

**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.

## debug

**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 Debug level and higher (that is, log events of the Standard, Interaction, Trace and Debug levels). The log outputs must be separated by a comma when more than one output is configured. For example: debug = stderr, network

## enable-access-log

**Default Value:** false

**Valid Values:** Either true or false

**Changes Take Effect:** Immediately

Enables (true) or disables (false) a secondary Access log file. Log file will be written one line per client request. Each line contains Ids of record accessed by client application in case of view,create,update,delete operations.

## log-background-activity

**Default Value:** true

**Valid Values:** Either true or false

**Changes Take Effect:** Immediately

Enable or disable the display of background activity in the log.

## log-body

**Default Value:** false

**Valid Values:** Either true or false

**Changes Take Effect:** At start/restart

Enable or disable the logging of body request and response for Context Services.

## messagefile

**Default Value:** ContactServer.lms

**Valid Values:** ContactServer.lms

**Changes Take Effect:** At start/restart

Logging message file used by Universal Contact Server.

## standard

**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 Standard level. The log output types must be separated by a comma when more than one output is configured. For example: standard = stderr, network

## 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:** 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.