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# Genesys Voice Platform

log Section

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- all
- debug
- expire
- interaction
- message\_format
- segment
- standard
- time\_format
- trace
- verbose

## all

**Default Value:**

**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.

### [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/ps.log

### **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.

#### **[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:** false

### **Valid Values:**

#### **false**

No expiration; all generated segments are stored.

#### **[number]**

Sets the maximum number of log files to store. 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.

## interaction

**Default Value:**

**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.

### **[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.

## message\_format

**Default Value:** full

**Valid Values:**

### **Compressed Headers**

An application uses compressed headers when writing log records in its log file.

A log record in the short format looks like this:  
2002-05-07T18:15:33.952 Std 05060 Application started

### **Complete Headers**

An application uses complete headers when writing log records in its log file.  
A log record in the full format looks like:  
2002-05-07T18:11:38.196 Standard localhost cfg\_dbserver GCTI-00-05060  
Application started

**Changes Take Effect:** immediately

Specifies the format of log record headers that an application uses when writing logs in the log file. Using compressed log record headers improves application performance and reduces the log file's size.

## segment

**Default Value:** 10MB

**Valid Values:**  
**false**

This setting will cause PS to use a segment size of 10MB

**[number] KB or [number]**

Sets the maximum segment size, in kilobytes.

**[number] MB**

Sets the maximum segment size, in megabytes.

**Changes Take Effect:** immediately

Specifies the segmentation limit for a log file. 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:** stdout

**Valid Values:**

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**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.

**[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\_format

**Default Value:** time

**Valid Values:****time (HH:MM:SS.sss)**

The time string is formatted according to HH:mm:ss.SSS.

**locale (dd/MM/yyyy hh:mm:ss aaa)**

The time string is formatted according to the system's locale. With format: dd/MM/yyyy hh:mm:ss aaa

**ISO8601 (yyyy-MM-dd'T'HH:mm:ss.SSSZ)**

The date in the time string is formatted according to the ISO 8601 format: yyyy-MM-dd'T'HH:mm:ss.SSSZ

**Changes Take Effect:** immediately

Specifies how to represent, in a log file, the time when an application generates log records.

## trace

**Default Value:**

**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.

### **[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:** trace

**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**

Interaction level is not mapped and will have the same effect as none.

**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.