# This is the main configuration file for the application.

# ~~~~~

# Secret key

# ~~~~~

# The secret key is used to secure cryptographics functions.

#

# This must be changed for production, but we recommend not changing it in this file.

#

# See http://www.playframework.com/documentation/latest/ApplicationSecret for more details.

application.secret="dxbAjiDdqlIV83LY<:;hSxql?tG`CPNgXEXt2asjk>lYQ<xfR`GsdeFJ@uuYBH=0"

# The application languages

# ~~~~~

application.langs="en"

# Global object class

# ~~~~~

# Define the Global object class for this application.

# Default to Global in the root package.

# application.global=Global

# Router

# ~~~~~

# Define the Router object to use for this application.

# This router will be looked up first when the application is starting up,

# so make sure this is the entry point.

# Furthermore, it's assumed your route file is named properly.

# So for an application router like `my.application.Router`,

# you may need to define a router file `conf/my.application.routes`.

# Default to Routes in the root package (and conf/routes)

# application.router=my.application.Routes

# Database configuration

# ~~~~~

# You can declare as many datasources as you want.

# By convention, the default datasource is named `default`

#

# db.default.driver=org.h2.Driver

# db.default.url="jdbc:h2:mem:play"

# db.default.user=sa

# db.default.password=""

# Evolutions

# ~~~~~

# You can disable evolutions if needed

# evolutionplugin=disabled

# Logger

# ~~~~~

# You can also configure logback (http://logback.qos.ch/),

# by providing an application-logger.xml file in the conf directory.

# Root logger:

logger.root=ERROR

# Logger used by the framework:

logger.play=INFO

# Logger provided to your application:

logger.application=DEBUG