

Logagent Debugging with Visual Source Code:

Here we try explain how to debug Logagent using Visual Source Code. After downloading VSC and importing Logagent project, you can debug Logagent configuration with `launch configuration` like this - you'll want to adjust the path below, obviously:

```
{
  "version": "0.2.0",
  "configurations": [

    {
      "type": "node",
      "request": "launch",
      "name": "logagent",
      "program": "${workspaceFolder}/bin/logagent.js",
      "args": [
        "-c",
        "/Users/fbalicchia/Projects/logagent-js/config/examples/gelf-stdout.yml",
        ""
      ],
      "console": "externalTerminal"
    }
  ]
}
```

"console": "externalTerminal" lets you open an external console for stdin/stdout in case your Logagent configuration uses console plugin.

Example :

Say we are trying to pinpoint a problem in GELF Input Plugin. We can add a **breakpoint** in GELF Input Plugin on the event message:

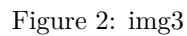


typing in the terminal:



Figure 1: img2

Logagent will stop at our breakpoint and we can then start to debug:



Visual Source Code provides a lot of plugins, including ESLint, which helps keep the code more consistent and easier to debug.