## TraceConfig Object

- recording\_mode string (optional) Can be record-until-full, record-continuously, record-as-much-as-possible or trace-to-console. Defaults to record-until-full.
- trace\_buffer\_size\_in\_kb number (optional) maximum size of the trace recording buffer in kilobytes. Defaults to 100MB.
- trace\_buffer\_size\_in\_events number (optional) maximum size of the trace recording buffer in events.
- enable\_argument\_filter boolean (optional) if true, filter event data according to a specific list of events that have been manually vetted to not include any PII. See the implementation in Chromium for specifics.
- included\_categories string[] (optional) a list of tracing categories to include. Can include glob-like patterns using \* at the end of the category name. See tracing categories for the list of categories.
- excluded\_categories string[] (optional) a list of tracing categories to exclude. Can include glob-like patterns using \* at the end of the category name. See tracing categories for the list of categories.
- included\_process\_ids number[] (optional) a list of process IDs to include in the trace. If not specified, trace all processes.
- histogram\_names string[] (optional) a list of histogram names to report with the trace.
- memory\_dump\_config Record<string, any> (optional) if the disabled-by-default-memory-infra category is enabled, this contains optional additional configuration for data collection. See the Chromium memory-infra docs for more information.

An example TraceConfig that roughly matches what Chrome DevTools records:

```
{
 recording_mode: 'record-until-full',
  included categories: [
    'devtools.timeline',
    'disabled-by-default-devtools.timeline',
    'disabled-by-default-devtools.timeline.frame',
    'disabled-by-default-devtools.timeline.stack',
    'v8.execute',
    'blink.console',
    'blink.user_timing',
    'latencyInfo',
    'disabled-by-default-v8.cpu_profiler',
    'disabled-by-default-v8.cpu_profiler.hires'
 ],
  excluded_categories: ['*']
}
```