
Command Reference: SetDebugLevel()

Set Level for Debug Messages

General Command

Version 3.08.02, 2010-01-06

The `SetDebugLevel()` command is used to set debug levels for the screen and log file. The following dialog is used to edit this command and illustrates the command syntax.

Edit SetDebugLevel() command

Set the level for screen and/or log file debug messages.
Debug information is useful for troubleshooting. The default debug level is 0.
Setting the debug level to a higher number prints more information.
Debug levels can be increased before and decreased after specific commands to troubleshoot the commands.

Screen debug level: 0=none, 100=all, blank=no change.

Log file debug level: 0=none, 100=all, blank=no change.

Command:

```
SetDebugLevel (ScreenLevel=0,LogFileLevel=30)
```

SetDebugLevel

SetDebugLevel() Command Editor

Debug messages are useful during troubleshooting. A general guideline is that a debug level of 1 prints basic messages, 30 prints detailed information about processing, and 100 prints very low-level messages about input/output. Intermediate values will result in more or less output.

This command is useful for troubleshooting and can be specified multiple times to increase debug output for a specific command, if necessary.

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