
Command Reference: SetDebugLevel()

Set level for debug messages

Version 08.16.00, 2008-07-08

The `setDebugLevel()` command sets the debug levels for screen and log file diagnostic messages. This command can be used multiple times with different debug level (e.g., to isolate a problem). Currently the debug level applies to all components. In the future logging control may be grouped by component. Levels are not completely consistent but the following guidelines can be followed:

- 0 = no messages
- 1 = important messages generated in applications
- 2 = important messages generated in commands
- 3+ = messages generated in commands that may explain other problems
- 10+ = messages in processing code that may still be useful to end users
- 30+ = low-level messages, for example generated while reading from files or databases

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=10)
```

Cancel OK

SetDebugLevel

SetDebugLevel() Command Editor

The command syntax is as follows:

```
SetDebugLevel (Parameter=Value,...)
```

Command Parameters

Parameter	Description	Default
ScreenLevel	The debug level for the screen (0+).	Keep previous setting.
LogFileLevel	The debug level for the log file (0+).	Keep previous setting.

A sample command file is as follows:

```
SetDebugLevel (ScreenLevel=0,LogFileLevel=10)
```