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# Command Reference: SetDebugLevel()

## Set level for debug messages

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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:

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)
```