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# BS2\_SetDebugFileLog

[+ 2.6.4] SDK

SDK

YYYYMMDD.log

```
#include "BS_API.h"
```

```
int BS2_SetDebugFileLog(uint32_t level, uint32_t module, const char* logPath);
```

- [In] *level* :

DEBUG_LOG_FATAL	0x00000001	
DEBUG_LOG_ERROR	0x00000002	
DEBUG_LOG_WARN	0x00000004	
DEBUG_LOG_INFO	0x00000008	
DEBUG_LOG_TRACE	0x00000010	SDK
DEBUG_LOG_ALL	0xFFFFFFFF	

- [In] *module* :

DEBUG_MODULE_KEEP_ALIVE	0x00000001	Keep alive
DEBUG_MODULE_SOCKET_MANAGER	0x00000002	
DEBUG_MODULE_SOCKET_HANDLER	0x00000004	
DEBUG_MODULE_DEVICE	0x00000008	
DEBUG_MODULE_DEVICE_MANAGER	0x00000010	

DEBUG_MODULE_EVENT_DISPATCHER	0x00000020	
DEBUG_MODULE_API	0x00000040	API
DEBUG_MODULE_MISC	0x00000080	
DEBUG_MODULE_ALL	0xFFFFFFFF	

- [In] *logPath* :

BS\_SDK\_SUCCESS , 가

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