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 ,

.