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BS2_SetDebugFileLog

[+ 2.6.3] The log messages in the SDK can be output to a file, which can be used for debugging applications.
The file can be specified as an absolute path or a relative path, and log messages generated during the operation of the SDK will be automatically stored in the corresponding path.
The file name to be saved is in the form of YYYYMMDD.log.

Declaration

```
#include "BS_API.h"

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

Parameter

- [In] *level* : Debug level

Macro	Value	Description
DEBUG_LOG_FATAL	0x00000001	Fatal error
DEBUG_LOG_ERROR	0x00000002	Normal error
DEBUG_LOG_WARN	0x00000004	Warning
DEBUG_LOG_INFO	0x00000008	Information including errors
DEBUG_LOG_TRACE	0x00000100	Information for SDK self-debugging purposes
DEBUG_LOG_OPERATION_ALL	0x000000FF	All the logs except TRACE
DEBUG_LOG_ALL	0xFFFFFFFF	All information

- [In] *module* : Specified module

Macro	Value	Description
DEBUG_MODULE_KEEP_ALIVE	0x00000001	Keep alive module
DEBUG_MODULE_SOCKET_MANAGER	0x00000002	Socket management module
DEBUG_MODULE_SOCKET_HANDLER	0x00000004	Socket handling module
DEBUG_MODULE_DEVICE	0x00000008	Device module
DEBUG_MODULE_DEVICE_MANAGER	0x00000010	Device management module

Macro	Value	Description
DEBUG_MODULE_EVENT_DISPATCHER	0x00000020	Event dispatcher module
DEBUG_MODULE_API	0x00000040	API
DEBUG_MODULE_MISC	0x00000080	etc
DEBUG_MODULE_ALL	0xFFFFFFFF	All module

- [In] *logPath* : Path log file is stored

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

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