

**BS2\_SetDebugFileLog** ..... 1

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..... 2

(C++) ..... 2

(C#) ..... 3

# 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_API	0x00000008	API IN OUT
DEBUG_LOG_INFO	0x00000010	
DEBUG_LOG_TRACE	0x00000100	SDK
DEBUG_LOG_SYSTEM	0x0000000F	
DEBUG_LOG_OPERATION_ALL	0x000000FF	
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_PACKET	0x00000100	
DEBUG_MODULE_NOTIFY_MANAGER	0x00000400	Notify
DEBUG_MODULE_EVENT	0x00000800	USB event log
DEBUG_MODULE_USB	0x00001000	USB import
DEBUG_MODULE_ALL	0xFFFFFFFF	

- [In] *logPath* :

BS\_SDK\_SUCCESS , 가

**(C++)**

[sample\\_setdebugfilelog.cpp](#)

```
const char* CURRENT_DIR = ".";
int sdkResult = BS2_SetDebugFileLog(DEBUG_LOG_ALL, DEBUG_MODULE_ALL,
CURRENT_DIR);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_SetDebugFileLog call failed: %d", sdkResult);
    return;
}
```

```
}
```

## (C#)

[sample\\_setdebugfilelog.cs](#)

```
const string CURRENT_DIR = ".";
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(CURRENT_DIR);
result =
(BS2ErrorCode)API.BS2_SetDebugFileLog(Constants.DEBUG_LOG_OPERATION_ALL
, Constants.DEBUG_MODULE_ALL, ptrDir);
Marshal.FreeHGlobal(ptrDir);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
```

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