

**BS2\_SetDebugFileLogEx** ..... 1

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# BS2\_SetDebugFileLogEx

[+ 2.8.3] SDK

```

4      fileMaxSizeMB      ,      MB
      0
      ,      SDK
      YYYYMMDD_x.log      . (_x fileMaxSize      0
      )

```

```

#include "BS_API.h"

int BS2_SetDebugFileLogEx(uint32_t level, uint32_t module, const char*
logPath, int fileMaxSizeMB);

```

- [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* :
- [In] *fileMaxSizeMB* :

BS\_SDK\_SUCCESS , 가

**(C++)**

[sample\\_setdebugfilelogex.cpp](#)

```
const char* CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
int sdkResult = BS2_SetDebugFileLogEx(DEBUG_LOG_ALL, DEBUG_MODULE_ALL,
CURRENT_DIR, MAX_SIZE_LOG_FILE);
```

```
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_SetDebugFileLogEx call failed: %d", sdkResult);
    return;
}
```

## (C#)

[sample\\_setdebugfilelogex.cs](#)

```
const string CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(CURRENT_DIR);
result =
(BS2ErrorCode)API.BS2_SetDebugFileLogEx(Constants.DEBUG_LOG_OPERATION_A
LL, Constants.DEBUG_MODULE_ALL, ptrDir, MAX_SIZE_LOG_FILE);
Marshal.FreeHGlobal(ptrDir);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
```

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