

## BOA: Configure Logger



### Question:

- How to increase BOA logging level?
- Does BOA write to any log file?
- How to trouble shoot issues with BOA
- BOA does not work as expected. Is there a log file?
- How to make BOA logging more verbose
- Where can I find the BOA log file?



### Answer:

- From Version 2 BOA writes version information and error messages to a log file by default.
- The settings for logging are contained in file **log\_config.txt**
- Attention:
  - 32 bit and 64 bit BOA can be installed at the same time
  - Therefore, it is possible to have **two** log\_config.txt
  - For 32 bit applications: **C:\Program Files (x86)\ETAS\BOA\_V2\Config\log\_config.txt**
  - For 64 bit applications: **C:\Program Files\ETAS\BOA\_V2\Config\log\_config.txt**

### There are 4 configurable attributes:

<b>logFileDir</b>	<ul style="list-style-type: none"> <li>• By default this is not specified, and the ETAS logging folder is used (<b>C:\ETAS\LogFiles\BOA</b>).</li> <li>• If it is specified, the log file will be written to this location instead of the ETAS folder will be created if it does not already exist.</li> </ul>
<b>categoryFilter</b>	<ul style="list-style-type: none"> <li>• This is a bitmap filter for which error levels to log.</li> <li>• Set this to 0x1FF to log all messages.</li> <li>• Default value: 3</li> </ul>
<b>maxLogFileSize</b>	<ul style="list-style-type: none"> <li>• The maximum permitted log file size in bytes.</li> <li>• Default value: 10000000</li> </ul>
<b>logFileFlushLevel</b>	<ul style="list-style-type: none"> <li>• The stream to the log file will be flushed after every &lt;logFileFlushLevel&gt; entries are written.</li> <li>• If this is zero, the stream will never be explicitly flushed.</li> <li>• Default value: 1</li> </ul>

## Recommendation for investigations:

1. Open the **log\_config.txt** (make sure to take the right one if you have 32 bit and 64 bit)

2. Adjust following settings:

```
categoryFilter = 0x1FF
maxLogFileSize = 10000000000000000
logFilenameTimestamping = 1
```

3. Save the file

- You may need admin rights to save this file depending on the permissions for the machine
- So make sure the changes were actually saved

4. Now re-run the project

5. See what was written into the log file



## In case of further questions:

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