

# Simulation information

The **Console** pane can display four levels of information (sorted in ascending order by priority) as follows

Option	Description
<b>DEBUG</b>	Displays debugging information.
<b>INFO</b>	Displays normal information.
<b>WARN</b>	Displays warnings.
<b>ERROR</b>	Displays errors.

By default, only information with a priority equivalent to INFO or higher (WARN and ERROR) will be displayed in the **Console** pane. You can customize the way information is displayed by editing the *simulation.properties* file in the **data** directory in the MagicDraw installation directory. You can use a text editor to edit this file.

To change the priority level, e.g., open *log4j.category.SIM\_CONSOLE*.

```
log4j.category.SIM_CONSOLE=INFO,SimConsoleApp,SimXMLApp
```

Change the first parameter's priority level from **INFO** (default value) to **DEBUG** to display all levels of simulation information in the **Console** tab.

```
log4j.category.SIM_CONSOLE=DEBUG,SimConsoleApp,SimXMLApp
```

You can see more information about customizing the information displayed in the **Console** pane from the comment in the *simulation.properties* file.

## Related page

- [Console pane](#)