

Simulation information

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

Option	Description
DEBUG	Displays debugging information.
INFO	Displays normal information.
WARN	Displays warnings.
ERROR	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](#)