Debug Logfile

Table Of Contents

- 1 Activate
  - 1.1 Entering logfile parameter in Steam
  - 1.2 Entering debug logfile parameter in a link
- 2 Starting LOTUS or the tool
- 3 Find logfile

1 Activate

Usually, the debug logfile is deactivated, because LOTUS will be slower with activated logfile. So you have to activate it manually in case of a bug report.

You can activate it like that:

1.1 Entering logfile parameter in Steam

1. Click on LOTUS-Simulator (or a tool) in the Steam Library with the right mouse button --> Properties
2. Click "Set start options" --> enter `-debuglog`.

1.2 Entering debug logfile parameter in a link

1. Click onto the program file of LOTUS or a tool (lays in the steam library directory) --> Create link and move it to the prefered place, e.g. the desktop
2. Click right onto the new link --> Properties --> Add - separated with a space - `-logfile` at the end of the line in "Target"

2 Starting LOTUS or the tool

Now you have to restart LOTUS or the tool and try to repeat the error. Then close LOTUS or the tool and...

3 Find logfile

...find the logfile. It lays in the logfile directory, too (`\Steam\SteamApps\common\LOTUS-Simulator\Logs`) and has the same name like the normal logfile. It just has another file extension: *.ldl instead of *.txt.

Now just attach it to your post!