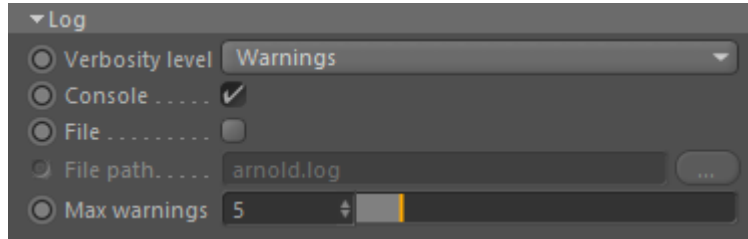


# Log



Arnold can generate a log reporting all the steps needed to render an image and any warnings and errors encountered by the renderer. This log also provides detailed statistics that are useful for debugging, optimizing, and benchmarking renders.



The Arnold log provides detailed statistics that are useful for debugging, optimizing and benchmarking renders. It is the first thing to examine should you encounter errors and usually the first information to send to support.



Note that an individual log file will be saved for each frame of animation that has been rendered.



Note, C4DtoA will save an individual log file for each frame of animation that has been rendered. You can also defined the padding manually by adding # characters to the path (e.g. `c:\arnold\log\my_scene_###.log`)

## Verbosity Level

Specifies the amount of information in the log messages, with Warnings being least and Debug most:

- **Errors:** Show errors only.
- **Warnings (default):** Show error and warning messages.
- **Info:** Show errors, warnings, statistics, and any info that does not slow down rendering.
- **Debug:** Show all information. Take care when using this mode as render times may increase.

## Console

Shows the log in the CINEMA 4D Console (in the Standard layout, click Extensions > Console to see the log).

## File

If enabled a log is written to the specified file.

## File path

Specifies the output path for Arnold log files. You can use environment variables. You can use padding (#) in the file name.

## Max. Warnings

Limits the number of warning messages (of a similar type) that are sent to the log.