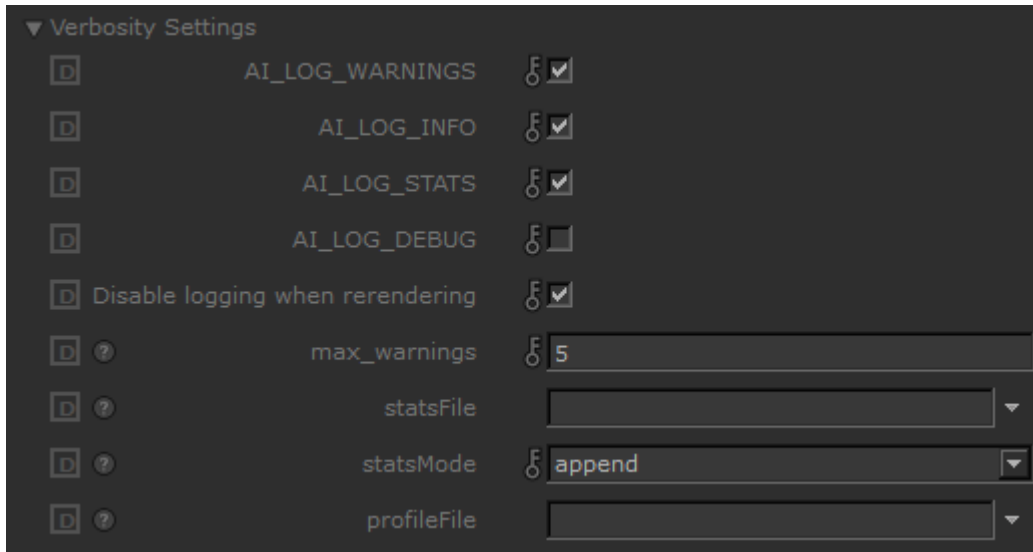


# Verbosity Settings



Specifies the verbosity for log messages.

## **AI\_LOG\_WARNINGS**

Show error and warning messages.

## **AI\_LOG\_DEBUG**

Show all information. Take care when using this mode as render times may increase.

## **Disable logging when rendering**

Disables logging when rerendering.

## **max\_warnings**

Limits the number of repeated warning messages sent to the log.

## Render Statistics/Profiling

An extensive set of tools that allow performance issues to be more easily identified and rendering processes optimized. Additional timing statistics organized by both nodes and categories can be output to JSON files. This makes it possible to know which objects are most expensive to render and what parts of the renderer took the most amount of time. It also allows for detailed profiling visualizations by outputting trace information into a file, such as "my\_profile.json", by calling `AiProfileSetFileName("my_profile.json")` or `kick -profile "my_profile.json"`, and then loading the JSON file in Google's Chrome web browser "chrome://tracing/" or into <https://www.speedscope.app/>.

### **Render Statistics**

Creates a JSON object for each render pass that gets collected in the stats file, with an increasing number for each pass placed into the file ("render 0000", "render 0001", etc). So if you are appending, the highest-numbered render group is the most recent one. Otherwise, with overwrite, it will only contain one object with the most recent pass.

### **Stats Mode**

Create a filename and choose either "append" or "overwrite" mode.

### **Profile**

Profiling can be enabled, and a filename can be set.