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Genesys Designer Help

Debug Block

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Debug Block

You can use this block during the application development phase to define a specific checkpoint in a module or application. This can be useful when you want to debug runtime logic that might not be running as intended.

For example, you might add some ECMAScript expressions to an **Assign Variables block** to assign values to certain variables, but discover that the logic isn't producing the desired result.

To assist in debugging this, you could add a **Debug** block immediately after the **Assign Variables block** to capture the values of the variables as they exist at that time. These values can then be reviewed in **Designer Analytics**, under the debugcheckpoints property of the Session Detail Record (SDR) .

Important

The **Debug** block is only processed if the application is in the Development phase. It is ignored if the application is in the Live stage.

Debug tab

Capture Checkpoint

Select this option to enable debugging for a specified checkpoint.

Checkpoint Name

Specify the name of the checkpoint to be captured. You can also specify a variable that holds the value of the checkpoint name.

Condition

Specify the condition as a script expression. For example:

```
var02 === 1
```

Data tab

This tab displays a list of variables that can be captured by the checkpoint. Select the variables that

you want to include.

Advanced tab

Enable the **Write these statements to platform logs** option if you want to write the results of the specified ECMAScript expressions to platform logs that can be reviewed by Genesys support. Click **Add Log** to enter the ECMAScripts.

You can also specify an error message statement to add to the logs if the expression evaluations result in an error.