

## Content of WMI TraceLogger Query.js ( Site 1 )

```
var wbemFlagReturnImmediately = 0x10;
var wbemFlagForwardOnly = 0x20;

var arrComputers = new Array("");
for (i = 0; i < arrComputers.length; i++) {
    WScript.Echo();
    WScript.Echo("=====");
    WScript.Echo("Computer: " + arrComputers[i]);
    WScript.Echo("=====");

    var objWMIService = GetObject("winmgmts:\\\\" + arrComputers[i] + "\\root\\WMI");
    var collItems = objWMIService.ExecQuery("SELECT * FROM TraceLogger", "WQL",
        wbemFlagReturnImmediately | wbemFlagForwardOnly);

    var enumItems = new Enumerator(collItems);
    for (; !enumItems.atEnd(); enumItems.moveNext()) {
        var objItem = enumItems.item();

        WScript.Echo("AgeLimit: " + objItem.AgeLimit);
        WScript.Echo("BufferSize: " + objItem.BufferSize);
        WScript.Echo("BuffersWritten: " + objItem.BuffersWritten);
        try { WScript.Echo("EnableFlags: " + (objItem.EnableFlags.toArray()).join(", ")); }
        catch(e) { WScript.Echo("EnableFlags: null"); }
        WScript.Echo("EventsLost: " + objItem.EventsLost);
        WScript.Echo("FlushTimer: " + objItem.FlushTimer);
        WScript.Echo("FreeBuffers: " + objItem.FreeBuffers);
        try { WScript.Echo("Guid: " + (objItem.Guid.toArray()).join(", ")); }
        catch(e) { WScript.Echo("Guid: null"); }
        try { WScript.Echo("Level: " + (objItem.Level.toArray()).join(", ")); }
        catch(e) { WScript.Echo("Level: null"); }
        WScript.Echo("LogBuffersLost: " + objItem.LogBuffersLost);
        WScript.Echo("LogFileMode: " + objItem.LogFileMode);
        WScript.Echo("LogFileName: " + objItem.LogFileName);
        WScript.Echo("LoggerId: " + objItem.LoggerId);
        WScript.Echo("LoggerThreadId: " + objItem.LoggerThreadId);
        WScript.Echo("MaximumBuffers: " + objItem.MaximumBuffers);
        WScript.Echo("MaximumFileSize: " + objItem.MaximumFileSize);
        WScript.Echo("MinimumBuffers: " + objItem.MinimumBuffers);
        WScript.Echo("Name: " + objItem.Name);
        WScript.Echo("NumberOfBuffers: " + objItem.NumberOfBuffers);
        WScript.Echo("RealTimeBuffersLost: " + objItem.RealTimeBuffersLost);
    }
}
```