

Argument	Specifies
%a	Remote IPv4 address.
%A	Local IPv4 address.
%a6	Remote IPv6 address.
%A6	Local IPv6 address.
%B	Bytes sent, excluding the HT T P headers (response size).
%b	Bytes received, excluding the HT T P headers (request size).
%d	User-defined field.
%K	Client port information
%e1	Value of the first custom HT T P request header.
%e2	Value of the second custom HT T P request header.
%E1	Value of the first custom HT T P response header.
%E2	Value of the second custom HT T P response header. Note: For instructions on how to export custom HT T P headers, see Configuring the NetScaler for Web Server Logging.
%g	Greenwich Mean T ime offset (for example, -0800 for Pacific Standard T ime).
%h	Remote host.
%H	Request protocol.
% {Foobar}i	Contents of the Foobar: header line(s) in the request sent to the server. T he system supports the User-Agent, Referer and cookie headers. T he + after the % in this format informs the logging client to use the + as a word separator.
%j	Bytes received, including headers (request size)

%J	Bytes sent, including headers (response size)
%l	Remote log name (from identd, if supplied).
%m	Request method.
%M	Time taken to serve the request (in microseconds)
% {Foobar}o	Contents of Foobar: header line(s) in the reply. USER-AGENT, Referer, and cookie headers (including set cookie headers) are supported.
%p	Canonical port of the server serving the request.
%P	The admin partition.
%q	Query string (prefixed with a question mark (?) if a query string exists).
%r	First line of the request.
%s	Requests that were redirected internally, this is the status of the original request.
%t	Time, in common log format (standard English time format).
% {format}t	Time, in the form given by format, must be in the strftime(3) format. For format descriptions, see Time Format Definition.
%T	Time taken to serve the request, in seconds.
%u	Remote user (from auth; may be bogus if return status (%s) is 401).
%U	URL path requested.
%v	Canonical name of the server serving the request.
%V6	Virtual server IPv6 address in the system, if load balancing, content switching, and/or cache redirection is used.

