

```
Sun, 01 Oct 2017 15:19:35 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5011 in production mode
Mon, 02 Oct 2017 12:59:25 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
Mon, 02 Oct 2017 13:33:55 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-02T13:33:57.189Z bf:autopatch:engine:error Error is
2017-10-02T13:33:57.189Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-02T13:33:57.189Z bf:autopatch:engine:error Engine will retry after 2 minutes.
Sun, 08 Oct 2017 07:19:16 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-08T07:19:16.803Z bf:autopatch:engine:error Error is
2017-10-08T07:19:16.803Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-08T07:19:16.803Z bf:autopatch:engine:error Engine will retry after 2 minutes.
Sun, 15 Oct 2017 07:23:31 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-15T07:23:31.729Z bf:autopatch:engine:error Error is
2017-10-15T07:23:31.744Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-15T07:23:31.744Z bf:autopatch:engine:error Engine will retry after 2 minutes.
Thu, 19 Oct 2017 14:40:37 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-19T14:40:37.418Z bf:autopatch:engine:error Error is
2017-10-19T14:40:37.418Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-19T14:40:37.418Z bf:autopatch:engine:error Engine will retry after 2 minutes.
Sun, 22 Oct 2017 07:18:24 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-22T07:18:24.842Z bf:autopatch:engine:error Error is
2017-10-22T07:18:24.842Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-22T07:18:24.842Z bf:autopatch:engine:error Engine will retry after 2 minutes.
Fri, 27 Oct 2017 12:55:33 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-27T12:55:33.836Z bf:autopatch:engine:error Error is
2017-10-27T12:55:33.836Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-27T12:55:33.836Z bf:autopatch:engine:error Engine will retry after 2 minutes.
Mon, 30 Oct 2017 12:47:51 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-10-30T12:47:52.131Z bf:autopatch:engine:error Error is
2017-10-30T12:47:52.131Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-10-30T12:47:52.131Z bf:autopatch:engine:error Engine will retry after 2 minutes.
2017-11-06T16:31:31.985Z bf:autopatch:engine:error Error detected:
2017-11-06T16:31:31.985Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
  at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
```

```
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
  at emitNone (events.js:72:20)
  at DuplexWrapper.emit (events.js:166:7)
  at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
  at nextTickCallbackWith0Args (node.js:489:9)
  at process._tickDomainCallback (node.js:459:13)
2017-11-07T16:31:32.095Z bf:autopatch:engine:error Error detected:
2017-11-07T16:31:32.095Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
  at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
  at emitNone (events.js:72:20)
  at DuplexWrapper.emit (events.js:166:7)
  at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
  at nextTickCallbackWith0Args (node.js:489:9)
  at process._tickDomainCallback (node.js:459:13)
2017-11-08T16:31:32.520Z bf:autopatch:engine:error Error detected:
2017-11-08T16:31:32.520Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
  at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
  at emitNone (events.js:72:20)
  at DuplexWrapper.emit (events.js:166:7)
  at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
  at nextTickCallbackWith0Args (node.js:489:9)
  at process._tickDomainCallback (node.js:459:13)
2017-11-09T16:31:32.374Z bf:autopatch:engine:error Error detected:
2017-11-09T16:31:32.374Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
  at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
  at emitNone (events.js:72:20)
  at DuplexWrapper.emit (events.js:166:7)
  at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
  at nextTickCallbackWith0Args (node.js:489:9)
  at process._tickDomainCallback (node.js:459:13)
2017-11-10T16:31:32.499Z bf:autopatch:engine:error Error detected:
2017-11-10T16:31:32.514Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
  at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
  at emitNone (events.js:72:20)
  at DuplexWrapper.emit (events.js:166:7)
  at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
  at nextTickCallbackWith0Args (node.js:489:9)
  at process._tickDomainCallback (node.js:459:13)
2017-11-11T16:31:32.332Z bf:autopatch:engine:error Error detected:
2017-11-11T16:31:32.348Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
```

```
at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
at emitNone (events.js:72:20)
at DuplexWrapper.emit (events.js:166:7)
at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
at nextTickCallbackWith0Args (node.js:489:9)
at process._tickDomainCallback (node.js:459:13)
2017-11-12T16:31:32.255Z bf:autopatch:engine:error Error detected:
2017-11-12T16:31:32.255Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
at emitNone (events.js:72:20)
at DuplexWrapper.emit (events.js:166:7)
at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
at nextTickCallbackWith0Args (node.js:489:9)
at process._tickDomainCallback (node.js:459:13)
2017-11-13T16:31:32.078Z bf:autopatch:engine:error Error detected:
2017-11-13T16:31:32.078Z bf:autopatch:engine:error Error: bad status [403] {"format":"Access is denied","arguments":[]}
at DuplexWrapper.onEnd (C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto
Patch_12488_3_1506651709\autopatch-app\node_modules\bfquery\lib\await.js:45:23)
at emitNone (events.js:72:20)
at DuplexWrapper.emit (events.js:166:7)
at C:\Program Files (x86)\BigFix Enterprise\BES WebUI\WebUI\sites\WebUI Auto Patch_12488_3_1506651709\autopatch-
app\node_modules\readable-stream\lib\_stream_readable.js:934:16
at nextTickCallbackWith0Args (node.js:489:9)
at process._tickDomainCallback (node.js:459:13)
2017-11-14T10:59:27.796Z bf:autopatch:debug creating rest api handler for /autopatch/api
2017-11-14T10:59:28.046Z bf:autopatch:debug creating client side routing
2017-11-14T10:59:28.233Z bf:autopatch:engine:debug Engine starting
Tue, 14 Nov 2017 10:59:28 GMT bf:bfapp:debug Autopatch 1.0.0 listening on port 5004 in production mode
2017-11-14T10:59:28.233Z bf:autopatch:engine:debug Initialize DB pool.
2017-11-14T10:59:28.389Z bf:autopatch:engine:debug DB pool initialized.
2017-11-14T10:59:28.389Z bf:autopatch:engine:debug Initialize Dependency.
2017-11-14T10:59:28.389Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T10:59:28.389Z bf:autopatch:debug create mssql table
2017-11-14T10:59:28.499Z bf:autopatch:engine:debug Engine error handler triggered.
2017-11-14T10:59:28.499Z bf:autopatch:engine:error Error is
2017-11-14T10:59:28.499Z bf:autopatch:engine:error { error: 500,
  internalError: 'dbissue',
  message: 'DB initialization in progress.' }
2017-11-14T10:59:28.499Z bf:autopatch:engine:error Engine will retry after 2 minutes.
2017-11-14T10:59:29.061Z bf:autopatch:debug apMAG currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.061Z bf:autopatch:debug Same version for table apMAG, nothing to do.
2017-11-14T10:59:29.061Z bf:autopatch:debug apPOLICY currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.061Z bf:autopatch:debug Same version for table apPOLICY, nothing to do.
2017-11-14T10:59:29.077Z bf:autopatch:debug apPREVIEW currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.077Z bf:autopatch:debug Same version for table apPREVIEW, nothing to do.
```

```
2017-11-14T10:59:29.077Z bf:autopatch:debug apSCHEDULE currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.077Z bf:autopatch:debug Same version for table apSCHEDULE, nothing to do.
2017-11-14T10:59:29.077Z bf:autopatch:debug apENGINEDATA currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.077Z bf:autopatch:debug Same version for table apENGINEDATA, nothing to do.
2017-11-14T10:59:29.077Z bf:autopatch:debug apTARGET currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.077Z bf:autopatch:debug Same version for table apTARGET, nothing to do.
2017-11-14T10:59:29.093Z bf:autopatch:debug apENGINEJOB currentVersion in DB is 1, expectedVersion is 1
2017-11-14T10:59:29.093Z bf:autopatch:debug Same version for table apENGINEJOB, nothing to do.
2017-11-14T10:59:29.093Z bf:autopatch:debug DB initialization completed.
2017-11-14T11:01:28.516Z bf:autopatch:engine:debug Engine starting
2017-11-14T11:01:28.516Z bf:autopatch:engine:debug Initialize DB pool.
2017-11-14T11:01:28.516Z bf:autopatch:engine:debug DB pool initialized.
2017-11-14T11:01:28.516Z bf:autopatch:engine:debug Initialize Dependency.
2017-11-14T11:01:28.516Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.516Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.532Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.532Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.532Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.532Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.548Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.548Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.563Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.563Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.579Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.579Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.579Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.579Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.579Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.579Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.579Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.579Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.595Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.595Z bf:autopatch:debug doing CustomTableConnector auth
2017-11-14T11:01:28.595Z bf:autopatch:debug CustomTableConnector inited, just return
2017-11-14T11:01:28.595Z bf:autopatch:engine:debug Loading engine configurations
2017-11-14T11:01:28.595Z bf:autopatch:engine:debug Engine configurations exist in DB {"engineDataID":0,"engineStartRun":"2017-11-14T04:31:32Z","engineErrorCode":0,"execJobID":8,"retryCountForMAGCreation":3}
2017-11-14T11:01:28.626Z bf:autopatch:datastore:debug apENGINEDATA changed in datastore with action updateItems
2017-11-14T11:01:28.626Z bf:autopatch:engine:debug Handling datastore event.
2017-11-14T11:01:28.626Z bf:autopatch:datastore:debug apENGINEJOB changed in datastore with action removeItems
2017-11-14T11:01:28.626Z bf:autopatch:engine:debug Handling datastore event.
2017-11-14T11:01:28.641Z bf:autopatch:engine:debug Engine awake.
2017-11-14T11:01:28.641Z bf:autopatch:engine:debug Engine start time 2017-11-14T11:01:28Z
2017-11-14T11:01:28.657Z bf:autopatch:datastore:debug apENGINEDATA changed in datastore with action updateItems
2017-11-14T11:01:28.657Z bf:autopatch:engine:debug Populating job list.
2017-11-14T11:01:28.657Z bf:autopatch:engine:debug Filtering active policy.
2017-11-14T11:01:28.673Z bf:autopatch:engine:debug Handling datastore event.
2017-11-14T11:01:28.673Z bf:autopatch:datastore:debug apENGINEJOB changed in datastore with action addSingleItem
2017-11-14T11:01:28.673Z bf:autopatch:engine:debug Executing engine job.
2017-11-14T11:01:28.673Z bf:autopatch:engine:debug Now handling Job with ID -1
2017-11-14T11:01:28.673Z bf:autopatch:engine:debug Find next engine job schedule.
2017-11-14T11:01:28.688Z bf:autopatch:engine:debug Next job ID is 8
```

```
2017-11-14T11:01:28.688Z bf:autopatch:engine:debug Handling datastore event.  
2017-11-14T11:01:28.688Z bf:autopatch:datastore:debug apENGINEDATA changed in datastore with action updateItems  
2017-11-14T11:01:28.688Z bf:autopatch:engine:debug Setting engineErrorCode to 0  
2017-11-14T11:01:28.688Z bf:autopatch:engine:debug Handling datastore event.  
2017-11-14T11:01:28.704Z bf:autopatch:engine:debug Engine will wake up again in 328.5221166666665 minutes ...
```