

# What is Debug Tools Plus

Debug Tools Plus is a free open-source library that extends Unity's built-in tools, allowing you to better review your code and even create log files that you can read later.

## How to Use

Simply replace **Debug.Log** with **D.Log** and explore the available overloads. Additionally, the **D** class includes extra methods such as **StartRecording** and **StopRecording**, which will generate Dump files to help you perform more advanced debugging.

You can find all the information at the following link:

<https://github.com/Frambueesaa/Unity-DebugToolsPlus>