

# Open Source

We take an open source approach with almost all of our tools because we believe in transparent development. Opening our tools up to developer feedback improves their quality, helps us focus on the issues most important to the community, and allows developers to better understand and implement the tools.

## Our Most Popular Tools

### Mulligan - Bulk Renamer

Paragraphs of text will look like this. At least for the most part. It's kind of hard to tell out of context but this is the best we can do in Inkscape.

[Unity](#)[Github](#)

### Unity Text Typer

Paragraphs of text will look like this. At least for the most part. It's kind of hard to tell out of context but this is the best we can do in Inkscape.

[Github](#)

### Not Null Attribute

Paragraphs of text will look like this. At least for the most part. It's kind of hard to tell out of context but this is the best we can do in Inkscape.

[Unity](#)[Github](#)

These and all other public repositories are hosted here on *Github*.

