

Unity How to write to text/log file

Create a class with a static function you can call whenever you want to write to a file.

FileUtil.cs

```
public static void log(string txt) {
    string now = System.DateTime.Now.ToString("dd-MM-yyyy HH:mm");

    // appends to file in game working dir
    System.IO.File.AppendAllText("log.txt", System.String.Format("[LOG
{0}] {1}\r\n", now, txt));
}
```

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