

Debug/Debugf/SetDebug/

```
package main

import (
    "context"
    "time"

    "github.com/gogf/gf/v2/frame/g"
    "github.com/gogf/gf/v2/os/gtime"
    "github.com/gogf/gf/v2/os/gtimer"
)

func main() {
    ctx := context.TODO()
    gtimer.SetTimeout(ctx, 3*time.Second, func(ctx context.Context) {
        g.Log().SetDebug(false)
    })
    for {
        g.Log().Debug(ctx, gtime.Datetime())
        g.Log().Info(ctx, gtime.Datetime())
        time.Sleep(time.Second)
    }
}
```

glog.Debug33SetDebug

```
2022-01-05 15:59:05.674 [DEBU] 2022-01-05 15:59:05
2022-01-05 15:59:05.675 [INFO] 2022-01-05 15:59:05
2022-01-05 15:59:06.684 [DEBU] 2022-01-05 15:59:06
2022-01-05 15:59:06.684 [INFO] 2022-01-05 15:59:06
2022-01-05 15:59:07.692 [DEBU] 2022-01-05 15:59:07
2022-01-05 15:59:07.692 [INFO] 2022-01-05 15:59:07
2022-01-05 15:59:08.708 [INFO] 2022-01-05 15:59:08
2022-01-05 15:59:09.717 [INFO] 2022-01-05 15:59:09
2022-01-05 15:59:10.728 [INFO] 2022-01-05 15:59:10
2022-01-05 15:59:11.733 [INFO] 2022-01-05 15:59:11
```

1. *-gf.glog.debug=false*
2. *-GF\_GLOG\_DEBUG=false*