



**Description:**

Method Attribute used to mark the function that reloads the mod's config. Used by UMF to reload config from UMF Menu in-game.

**Added In:** v0.30

## Function

```
[UMFConfig]
public static void TestFunction(string text) {
    //test
}
```

## Usage

```
//Coming soon
```

## Examples

```
//Coming soon
```

From: <https://umodframework.com/wiki/> - UMF Wiki

Permanent link: <https://umodframework.com/wiki/api:attributes:umfconfig?rev=1561679078>

Last update: 2019/06/28 00:44



