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**

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Last update: **2019/06/27 23:44**