

**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
```

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