Description:
Class and Method Attribute used to mark the class or method that starts/initializes the mod. Automatically runs all Harmony patches contained within the mod. Can only be used once per mod.

Added In: v0.30

Function

```
[UMFHarmony(int totalPatches = 0, bool debug = false)]
//totalPatches: Used to tell UMF how many patches are expected to be applied.
//debug: Used to enable the Harmony debug log which is saved to the Logs folder of UMF. DO NOT ENABLE THIS ON PUBLICLY RELEASED MODS.
```

Usage

```
//Coming soon
```

Examples

```
//Coming soon
```

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