Description:
Class Attribute used to have UMF start up a MonoBehaviour GameObject script in a mod. Can be used on as many scripts as needed, although only one should be needed.

Added In: v0.30

Function

```
[UMFScript]
```

Usage

```
//Coming soon
```

Examples

```
//Coming soon
```

From:
https://umodframework.com/wiki/ - **UMF Wiki**

Permanent link:
https://umodframework.com/wiki/api:attributes:umfscript

Last update: **2019/06/27 23:50**