



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**

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