

Modding

UMF API

- **Attributes**
 - UMFConfig
 - UMFHarmony
 - UMFScript
 - UMFStart
 - UMFUnload
- **UMFAsset**
 - LoadAudioClip
 - LoadMesh
 - LoadTexture2D
- **UMFCache**
 - Exists
 - Expire
 - IsOlderThan
 - Read
 - ReadStartsWith
 - Write
- **UMFConfig**
 - DeleteConfig
 - Parser UMFConfigBool
 - Parser UMFConfigColorHexRGBA
 - Parser UMFConfigDirectory
 - Parser UMFConfigDouble
 - Parser UMFConfigFloat
 - Parser UMFConfigInt
 - Parser UMFConfigKeyCode
 - Parser UMFConfigKeyCodeArray
 - Parser UMFConfigString
 - Parser UMFConfigStringArray
 - Parser UMFConfigVersion
 - Read
 - UMFConfigParser
 - Write
- **UMFData**
- **UMFDownload**
 - DownloadFile
 - DownloadString
- **UMFEncryption**
 - Decrypt
 - Encrypt
- **UMFGUI**
 - AddConsoleText
 - Args
 - BindExistsByKeys
 - BindExistsByName

- DefaultCommandsRegistered
- GetBinds
- GetCommands
- IsConsoleOpen
- IsMenuOpen
- ModifyBind
- RegisterBind
- RegisterCommand
- RegisterPauseHandler
- SendCommand
- Toggleconsole
- UMFBind
- UMFConsoleCommand
- UMFDropDown
- UnregisterBind
- **UMFLocale**
 - Add
 - Get
 - Locale
- **UMFLog**
 - Log
- **UMFMod**
 - GetMod
 - GetModDescription
 - GetModName
 - GetModProductName
 - GetModVersion
- **UMFPatch**
 - ApplyPatch
- **UMFTool**
 - Backup
 - CreateDesktopShortcut
 - CreateShortcut
 - DeleteDesktopShortcut
 - DeleteShortcut
 - Restore
 - Unzip
 - Zip
- **UMFUnity**
 - ColorToTexture2D

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