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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