

[Modding](#)

# UMF API

- **Attributes**

- UMFCConfig
- UMFHarmony
- UMFScript
- UMFStart
- UMFUUnload

- **UMFAsset**

- LoadAudioClip
- LoadMesh
- LoadTexture2D

- **UMFCache**

- Exists
- Expire
- IsOlderThan
- Read
- ReadStartsWith
- Write

- **UMFConfig**

- DeleteConfig
- Parser UMFCConfigBool
- Parser UMFCConfigColorHexRGBA
- Parser UMFCConfigDirectory
- Parser UMFCConfigDouble
- Parser UMFCConfigFloat
- Parser UMFCConfigInt
- Parser UMFCConfigKeyCode
- Parser UMFCConfigKeyCodeArray
- Parser UMFCConfigString
- Parser UMFCConfigStringArray
- Parser UMFCConfigVersion
- Read
- UMFCConfigParser
- 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
- UMFCConsoleCommand
- 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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