

## Modding

# UMF API

- **UMFLog**
  - Log
- **UMFConfig**
  - Parser UMFConfigBool
  - Parser UMFConfigKeyCode
  - DeleteConfig
  - Parser UMFConfigDirectory
  - Read
  - Parser UMFConfigDouble
  - Parser UMFConfigString
  - Parser UMFConfigFloat
  - UMFConfigParser
  - Parser UMFConfigVersion
  - Parser UMFConfigStringArray
  - Parser UMFConfigColorHexRGBA
  - Write
  - Parser UMFConfigKeyCodeArray
  - Parser UMFConfigInt
- **UMFLocale**
  - Locale
  - Get
  - Add
- **UMFGUI**
  - IsConsoleOpen
  - GetCommands
  - RegisterPauseHandler
  - BindExistsByName
  - RegisterCommand
  - UMFConsoleCommand
  - DefaultCommandsRegistered
  - SendCommand
  - AddConsoleText
  - Args
  - RegisterBind
  - BindExistsByKeys
  - ModifyBind
  - UMFDropDown
  - IsMenuOpen
  - Toggleconsole
  - UMFBind
  - GetBinds
  - UnregisterBind
- **UMFUnity**
  - ColorToTexture2D
- **Attributes**

- UMFStart
- UMFHarmony
- UMFUnload
- UMFConfig
- UMFScript
- **UMFPatch**
  - ApplyPatch
- **UMFData**
- **UMFAsset**
  - LoadTexture2D
  - LoadAudioClip
  - LoadMesh
- **UMFMod**
  - GetModName
  - GetModVersion
  - GetModDescription
  - GetModProductName
  - GetMod
- **UMFDownload**
  - DownloadString
  - DownloadFile
- **UMFCache**
  - Exists
  - Read
  - IsOlderThan
  - ReadStartsWith
  - Write
  - Expire
- **UMFEncryption**
  - Decrypt
  - Encrypt
- **UMFTool**
  - DeleteDesktopShortcut
  - DeleteShortcut
  - Restore
  - Zip
  - CreateShortcut
  - Unzip
  - CreateDesktopShortcut
  - Backup

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