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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