The UMFConfig class is an IDisposable that handles config files for mods.
This class is responsible for reading and writing to user-friendly INI files, as well as making them available in-game for editing.
This system uses abstract parsers, allowing modders to both use built-in parsers, and create custom parser for directly reading INI values into C# variables of any type.

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

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