Modding

My First Slime Rancher Mod (Modding Guide)

This guide will help you create a simple Slime Rancher Mod for UMF that lets you modify your max health.

It will guide you through all the different methods you could use to modify the players max health, along with the method best suited for this particular task.

It is up to you to determine which method is better suited for anything else you might attempt to mod.

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Preliminary Setup

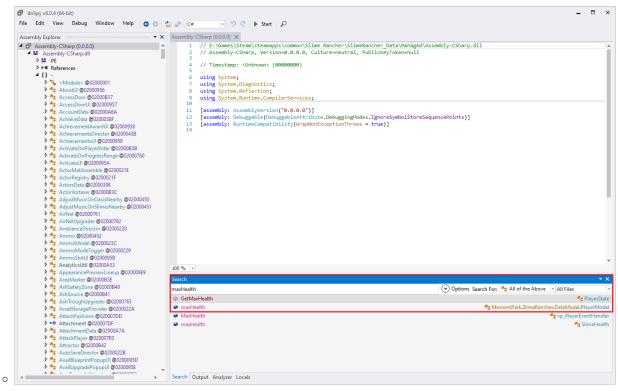
- 1. Start by creating the project files as seen in Mod Creation.
 - $\circ\,$ Use the parameters as seen in the image below.

Where should the project be sav	ed? (Do not include the ma	d name)	
:\Dev\UMF\Mods\MyFirstSRMod			Choose location
Which managed folder should th	e mod use? (If more than o	ne)	
E:\Games\Steam\steamapps\commor	\Slime Rancher\SlimeRancher_	Data\Managed	
Use Harmony Will your mod use Unity Scripting	? (MonoBehaviour/GameO	biect/Add new c	ode)
 Use Harmony Will your mod use Unity Scripting Use Unity Scripting 	? (MonoBehaviour/GameO	bject/Add new c	ode)
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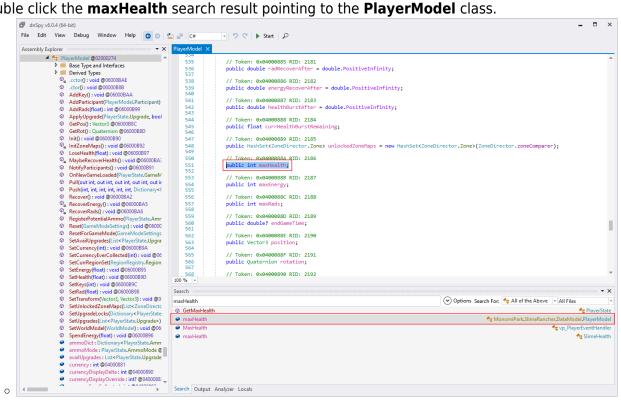
- 2. Open the newly generated solution in Visual Studio.
- 3. Open and browse the game code as seen in Mod Creation: Decompiling Game Code.

e Edit View Debug Window Help 😋 🕤	🖆 🖉 C# 🚽 🤊 C 🕨 Start 🔎
sembly Explorer	
	1 // E:\Games\Steam\steamapps\common\Slime Rancher\SlimeRancher Data\Managed\Assembly-CSharp.dll
	 // E: \u00f3dems \u00edsteam \u00edsteam
Assembly-CSharp.dll	2 // Assembly-Csharp, Version=0.0.0, Culture=Heutral, PublickeyHoken=Hull
Þ Ⅲ PE	4 // Timestamp: <unknown> (0000000)</unknown>
References	5
A {} -	6 using System;
Module> @02000001	7 using System Diagnostics
AboutUI @02000956	8 using System Reflection;
AccessDoor @02000B37	9 using System Runtime CompilerServices
AccessDoorUI @02000957	10
AccountData @02000A6A	<pre>11 [assembly: AssemblyVersion("0.0.0.0")]</pre>
AchieveData @0200038F	12 [assembly: Debuggable(DebuggableAttribute.DebuggingModes.IgnoreSymbolStoreSequencePoints)]
AchievementAwardUI @02000958	13 [assembly: RuntimeCompatibility(WrapNonExceptionThrows = true)]
AchievementsDirector @0200043B	14
AchievementsUI @02000959	
ActivateOnPlayerEnter @02000B3B	
ActivateOnProgressRange @02000760	
🕨 🔩 ActivateUI @0200095A	
ActorMatAssemble @0200021E	
ActorRegistry @0200021F	
ActorsData @02000398	
🕨 🔩 ActorVortexer @02000B3C	
🕨 🔩 AdjustMusicOnOasisNearby @02000450	
AdjustMusicOnSlimesNearby @02000451	
AirNet @02000761	
AirNetUpgrader @02000762	
AmbianceDirector @02000220	
Ammo @02000452	
AmmoModel @0200023C	
AmmoModeTrigger @02000229	
AmmoSlotUI @0200095B	
Aminosioto @02000938	
Analyticsofii @02000A35 Analyticsofii @02000A35 AppearancePreviewLineup @020008E9	100 % *
	Search
AreaMarker @02000B3E	
AshSafetyZone @02000B40	(♥) Options Search For: ♥ All of the Above ▼ All Files
AshSource @02000B41	
🕨 🔩 AshTroughUpgrader @02000763	
🕨 🔩 AssetStorageProvider @0200022A	
AttachFashions @020007DD	
Attachment @020007DF	
🕨 🔩 AttachmentData @02000A7A	
AttackPlayer @020007E0	
Attractor @02000B42	
AutoSaveDirector @0200022B	
AvailBlueprintPopupUI @0200095D	
AvailUpgradePopupUI @0200095E	

4. Use the search bar in dnSpy to search for maxHealth.



- Here we can see that the max health is retrieved by the **PlayerState** through the GetMaxHealth function for reading purposes.
- Double clicking GetMaxHealth will also reveal that it retrieves the real maxHealth value from the **PlayerModel**, just as seen in the second search result.
- Double click the maxHealth search result pointing to the PlayerModel class.



- Here we can see that maxHealth is stored as a 32bit int.
- 6. Right click **maxHealth** and select **Analyze**.

	DI MALLAN		
)	PlayerModel X		
4 🔩 PlayerModel @02000274 🔷	535	// Token: 0x04000885 RID: 2181	
Base Type and Interfaces	536	public double radRecoverAfter = double.PositiveInfinity:	
Derived Types	537		
♀ _e .cctor(): void @06000BAE	538	// Token: 0x04000886 RID: 2182	
O .ctor(): void @06000B8B	539	<pre>public double energyRecoverAfter = double.PositiveInfinity;</pre>	
AddKey(): void @06000BAA	540		
AddParticipant(PlayerModel.Participant)	541	// Token: 0x04000887 RID: 2183	
AddRads(float) : int @06000B99	542 543	<pre>public double healthBurstAfter = double.PositiveInfinity;</pre>	
ApplyUpgrade(PlayerState.Upgrade, bool	544	// Token: 0x04000888 RID: 2184	
GetPos(): Vector3 @06000B8C	545	public float currhealthBurstRemaining;	
GetRot(): Quaternion @06000B8D	546	posite (foot car recording Secondarians)	
Init(): void @06000B90	547	// Token: 0x04000889 RID: 2185	
	548	<pre>public HashSet<zonedirector.zone> unlockedZoneMaps = new HashSet<zonedirector.zone>(ZoneDirector.zoneComparer);</zonedirector.zone></zonedirector.zone></pre>	
LoseHealth(float): void @06000B97	549		
	550	// Token: 0x0400088A RID: 2186	
NotifyParticipants(): void @06000B91	551 552	public int maxHealth;	
OnNewGameLoaded(PlayerState.GameN	553	// Token: 0x04000688 RID: 2187	
Pull(out int, out int, out int, out int, out int	554	public int maxEnergy:	
Push(int, int, int, int, int, int, Dictionary<)	555	posite and modeled by	
Recover(): void @06000BA2	556	// Token: 0x0400088C RID: 2188	
P RecoverEnergy(): void @06000BA5	557	public int maxRads;	
RecoverRads(): void @06000BA6	558		
RegisterPotentialAmmo(PlayerState.Amr	559	// Token: 0x0400088D RID: 2189	
Reset(GameModeSettings) : void @06000	560	public double? endGameTime;	
ResetForGameMode(GameModeSettings	561	(/ T-1 0-04000005 DTD- 0400	
SetAvailUpgrades(List <playerstate.upgra< p=""></playerstate.upgra<>	562 563	// Token: 0x0400088E RID: 2190	
SetCurrency(int): void @06000B9A	564	public Vector3 position;	
SetCurrencyEverCollected(int): void @06	565	// Token: 0x0400088F RID: 2191	
SetCurrRegionSet(RegionRegistry.Region	566	public Quaternion rotation;	
 SetEnergy(float) : void @06000895 	567	······ ·······························	
CatHaalth (flast)	568	// Token: 0x04000890 RID: 2192	
SetKeys(int) : void @06000B9C	100 % -		
	Analyzer		 r
SetTransform(Vector3, Vector3) : void @0		srk.SlimeRancher,DataModel,PlayerModel,maxHealth : int @0400088A	ł
SetUnlockedZoneMaps(List <zonedirecto< td=""><td>A Ssign</td><td></td><td></td></zonedirecto<>	A Ssign		
SetUpgradeLocks(Dictionary <playerstate< td=""><td></td><td>nomiPark.SlimeRancher.DataModel.PlayerModel.ApplyUpgrade(PlayerState.Upgrade, bool) : void @06000BAB</td><td></td></playerstate<>		nomiPark.SlimeRancher.DataModel.PlayerModel.ApplyUpgrade(PlayerState.Upgrade, bool) : void @06000BAB	
 SetUpgrades(List<playerstate.upgrade>)</playerstate.upgrade> 		nomParkSimeRancher.DataModel.PlayerModel. AppryOpgrade (PlayerState.Opgrade, bool) : Void @V00000A0 nomiParkSlimeRancher.DataModel.PlayerModel. Reset (GameModeSettings) : Void @06000BA7	
SetWorldModel(WorldModel) : void @06	P P Read B		
SpendEnergy(float) : void @06000896	V N Kead B	y .	
 ammoDict : Dictionary<playerstate.amm< li=""> </playerstate.amm<>			
ammoDict : Dictionary PlayerStateAmm ammoMode : PlayerStateAmmoMode @			
 availUpgrades : List<playerstate.upgrade< li=""> </playerstate.upgrade<>			
 currencyDisplayDelta : int @04000890 currencyDisplayOverride : int? @0400088: 			

- Here we see that **maxHealth** is assigned by **PlayerModel.ApplyUpgrade** and **PlayerModel.Reset**.
- Further analyzing of ApplyUpgrade and Reset will teach you that ApplyUpgrade is used by the in-game upgrade console to apply upgrades the player has purchased, including max health upgrades. The Reset function is used when a save is loaded or when a new game is started and also resets the max health.
- If we look at the **Reset** function we see that the default health without any upgrades is 100.
- If we look at the **ApplyUpgrade** function we see that **maxHealth** is 150, 200, 250, and 350 depending on the health upgrade the player has.
- We have now learned that **maxHealth** is of the **int** type and that **ApplyUpgrade** and **Reset** will modify the **maxHealth**.
- 7. Create a MaxHealth config setting in MyFirstSRModConfig.cs with the following code.
 - Add the following line below

//Add your config vars here.

public static int MaxHealth;

 $\circ\,$ Add the following line below

//Add your settings here

```
MaxHealth = cfg.Read("MaxHealth", new UMFConfigInt(999, 1, 9999),
"This is the player's max health.");
```

• Your config class should now look something like this:

```
using System;
using UModFramework.API;
```

```
namespace MyFirstSRMod
{
    public class MyFirstSRModConfig
    {
        private static readonly string configVersion = "1.0";
        //Add your config vars here.
        public static int MaxHealth;
        internal static void Load()
        {
            MyFirstSRMod.Log("Loading settings.");
            try
            {
                using (UMFConfig cfg = new UMFConfig())
                Ł
                    string cfgVer = cfg.Read("ConfigVersion", new
UMFConfigString());
                    if (cfgVer != string.Empty && cfgVer !=
configVersion)
                    {
                        cfg.DeleteConfig(false);
                        MyFirstSRMod.Log("The config file was
outdated and has been deleted. A new config will be generated.");
                    }
                    //cfg.Write("SupportsHotLoading", new
UMFConfigBool(false)); //Uncomment if your mod can't be loaded
once the game has started.
                    cfg.Read("LoadPriority", new
UMFConfigString("Normal"));
                    cfg.Write("MinVersion", new
UMFConfigString("0.52.1"));
                    //cfg.Write("MaxVersion", new
UMFConfigString("0.54.99999.99999")); //Uncomment if you think
your mod may break with the next major UMF release.
                    cfg.Write("UpdateURL", new
UMFConfigString(""));
                    cfg.Write("ConfigVersion", new
UMFConfigString(configVersion));
                    MyFirstSRMod.Log("Finished UMF Settings.");
                    //Add your settings here
                    MaxHealth = cfg.Read("MaxHealth", new
UMFConfigInt(999, 1, 9999), "This is the player's max health.");
                    MyFirstSRMod.Log("Finished loading
settings.");
                }
            }
```

```
catch (Exception e)
{
    MyFirstSRMod.Log("Error loading mod settings: " +
e.Message + "(" + e.InnerException?.Message + ")");
    }
  }
}
```

You have now added a config setting that can be adjusted from the UMF Menu in-game.
 8. Proceed by testing out all the different methods you can mod the max health below.

Method 1 (Unity Scripting)

This method uses only Unity Scripting and the game's own code to modify the max health value. You can find this method by looking through the game code which will take some experience and analyzing.

For this particular scenario this method is not the best to use.

In Slime Rancher the **PlayerModel** class instance can be accessed through the **GameModel** instance class which in turn can be retrieved from the **SceneContext** using the **SRSingleton** class.

We can set this value directly using the following line:

```
SRSingleton<SceneContext>.Instance.GameModel.GetPlayerModel().maxHealth =
MyFirstSRModConfig.MaxHealth;
```

This would set maxHealth to whatever the config value is set to, in the default case 999. However we have to set this in a way that it is done after **ApplyUpgrade** and **Reset** which is why the other methods are normally better for this case. So to ensure the maxHealth is always set after those we can apply it using Unity Scripting's Update function, which require some extra checks to ensure we are in the game.

1. In your MyFirstSRMod.cs add the following at the top:

using MonomiPark.SlimeRancher.DataModel;

2. Comment out the [UMFHarmony(1)] line.

```
//[UMFHarmony(1)]
```

3. Add the following line to the class:

private static PlayerModel playerModel;

4. Add the following to the bottom of the Awake method:

```
MyFirstSRModConfig.Load();
```

5. Add the following code to the **Update** function.

```
if (!Levels.isSpecial() &&
SRSingleton<SceneContext>.Instance?.GameModel != null) //Makes sure we
are in game and that the GameModel exists.
{
          playerModel =
SRSingleton<SceneContext>.Instance.GameModel.GetPlayerModel();
}
if (playerModel != null) //Make sure that the PlayerModel has been
retrieved.
{
          playerModel.maxHealth = MyFirstSRModConfig.MaxHealth; //Set the max
health to our config value.
}
```

6. Your MyFirstSRMod.cs should now look something like this:

```
using UnityEngine;
using UModFramework.API;
using System;
using System.Linq;
using System.Collections.Generic;
using MonomiPark.SlimeRancher.DataModel;
namespace MyFirstSRMod
{
    //[UMFHarmony(1)] //Set this to the number of harmony patches in
your mod.
    [UMFScript]
    class MyFirstSRMod : MonoBehaviour
    {
        private static PlayerModel playerModel;
        internal static void Log(string text, bool clean = false)
        {
            using (UMFLog log = new UMFLog()) log.Log(text, clean);
        }
        [UMFConfig]
        public static void LoadConfig()
        {
            MyFirstSRModConfig.Load();
        }
        void Awake()
        Ł
            Log("MyFirstSRMod v" + UMFMod.GetModVersion().ToString(),
```

```
true);
            UMFGUI.RegisterPauseHandler(Pause);
            MyFirstSRModConfig.Load();
        }
        public static void Pause(bool pause)
        {
            TimeDirector timeDirector = null;
            try
            {
                timeDirector =
SRSingleton<SceneContext>.Instance.TimeDirector;
            }
            catch { }
            if (!timeDirector) return;
            if (pause)
            {
                if (!timeDirector.HasPauser()) timeDirector.Pause();
            }
            else timeDirector.Unpause();
        }
        void Update()
        {
            if (!Levels.isSpecial() &&
SRSingleton<SceneContext>.Instance?.GameModel != null) //Makes sure we
are in game and that the GameModel exists.
            {
                playerModel =
SRSingleton<SceneContext>.Instance.GameModel.GetPlayerModel();
            if (playerModel != null) //Make sure that the PlayerModel
has been retrieved.
            {
                playerModel.maxHealth = MyFirstSRModConfig.MaxHealth;
//Set the max health to our config value.
            }
        }
    }
}
```

- $\circ\,$ This will make sure that your max health is always 999 every single frame regardless of which health upgrade the player has. This is obviously not normally recommended.
- $\circ\,$ This code also ensures the config value takes effect immediately upon applying it in the UMF Menu.
- 7. See Building for the next steps.
 - WARNING: If this is the first method you try, you will also need to comment out Patch_PURPOSEOFPATCH.cs before building.

This method is the easiest way to do it, but it's still not entirely optimal.

- 1. If you did Method 1 before this method then perform the following steps:
 - 1. Uncomment the UMFHarmony attribute in MyFirstSRMod.cs.

[UMFHarmony(1)]

2. Comment out the extra config load you added to the awake function.

```
//MyFirstSRModConfig.Load();
```

- This is because the UMFHarmony will automatically trigger the UMFConfig attribute before applying the patches in the mod.
- 3. Uncomment everything in Patch_PURPOSEOFPATCH.cs.
- 4. Comment out any code you added with other methods so they do not conflict with what you are currently doing.
- 5. Your MyFirstSRMod.cs should now look something like this:

```
using UnityEngine;
using UModFramework.API;
using System;
using System.Ling;
using System.Collections.Generic;
using MonomiPark.SlimeRancher.DataModel;
namespace MyFirstSRMod
{
    [UMFHarmony(1)] //Set this to the number of harmony patches in
your mod.
    [UMFScript]
    class MyFirstSRMod : MonoBehaviour
    {
        //private static PlayerModel playerModel;
        internal static void Log(string text, bool clean = false)
        {
            using (UMFLog log = new UMFLog()) log.Log(text,
clean);
        }
        [UMFConfig]
        public static void LoadConfig()
        {
            MyFirstSRModConfig.Load();
```

```
}
        void Awake()
        {
            Log("MyFirstSRMod v" +
UMFMod.GetModVersion().ToString(), true);
            UMFGUI.RegisterPauseHandler(Pause);
            //MyFirstSRModConfig.Load();
        }
        public static void Pause(bool pause)
        {
            TimeDirector timeDirector = null;
            try
            {
                timeDirector =
SRSingleton<SceneContext>.Instance.TimeDirector;
            }
            catch { }
            if (!timeDirector) return;
            if (pause)
            {
                if (!timeDirector.HasPauser())
timeDirector.Pause();
            }
            else timeDirector.Unpause();
        }
        /*void Update()
        {
            if (!Levels.isSpecial() &&
SRSingleton<SceneContext>.Instance?.GameModel != null) //Makes
sure we are in game and that the GameModel exists.
            {
                playerModel =
SRSingleton<SceneContext>.Instance.GameModel.GetPlayerModel();
            if (playerModel != null) //Make sure that the
PlayerModel has been retrieved.
            {
                playerModel.maxHealth =
MyFirstSRModConfig.MaxHealth; //Set the max health to our config
value.
            }
        }*/
    }
}
```

- 2. Rename Patch_PURPOSEOFPATCH.cs to Patch_MaxHealth.cs along with the class name for it.
- 3. Add the following to the top of Patch_MaxHealth.cs:

using MonomiPark.SlimeRancher.DataModel;

4. Set **typeof** in the first HarmonyPatch attribute to use the **PlayerModel** class we discovered with dnSpy.

```
[HarmonyPatch(typeof(PlayerModel))]
```

5. Set the second **HarmonyPatch** attribute to the **ApplyUpgrade** function we discovered with dnSpy.

```
[HarmonyPatch("ApplyUpgrade")]
```

6. Inside the patch class create the following postfix function:

```
public static void Postfix(PlayerModel __instance)
{
}
```

7. Add the following line to our new function:

```
___instance.maxHealth = MyFirstSRModConfig.MaxHealth;
```

- At this point the max health will be set regardless of which health upgrades the player has due to this function being run everytime a save is loaded.
- Since this function is only run on a save load or when the player buys a new upgrade, changes to the config will not take effect immediately like this.
- 8. Your Patch_MaxHealth.cs should now look something like this:

```
using UnityEngine;
using HarmonyLib;
using MonomiPark.SlimeRancher.DataModel;
namespace MyFirstSRMod.Patches
{
    [HarmonyPatch(typeof(PlayerModel))]
    [HarmonyPatch("ApplyUpgrade")]
    static class Patch_MaxHealth
    {
        public static void Postfix(PlayerModel __instance)
        {
        __instance.maxHealth = MyFirstSRModConfig.MaxHealth;
        }
    }
}
```

- A Harmony **Postfix** patch will make the code in it execute at the end of the function when all other code in the original function has executed.
- You could change it to a **Prefix** by simply renaming the function to **Prefix**. This would cause the code to be run before the other code in the original function. However that would not work for this scenario since the other code then overwrites our max health again.
- \circ You can also alternatively apply this patch to the **Reset** function instead if you do not

have any upgrades at all.

9. See Building for the next steps.

Method 3 (Harmony Transpiler)

This method will show you how you can use a Transpiler to overwrite code in memory rather than inject new code into an existing function.

This method is really solid for when you really need to modify something that can't be otherwise modified with Method 1 or 2.

- If you have followed the methods in order like you should, then perform the following steps:
 Comment out the **Postfix** function in Patch_MaxHealth.cs.
- 2. Add the following variable to MyFirstSRModConfig.cs:

public static float MaxHealthFloat;

3. Below the **MaxHealth** config being loaded add the following line:

MaxHealthFloat = MaxHealth;

4. Your MyFirstSRModConfig.cs should now look something like this:

```
using System;
using UModFramework.API;
namespace MyFirstSRMod
{
    public class MyFirstSRModConfig
    {
        private static readonly string configVersion = "1.0";
        //Add your config vars here.
        public static int MaxHealth;
        public static float MaxHealthFloat;
        internal static void Load()
        {
            MyFirstSRMod.Log("Loading settings.");
            try
            {
                using (UMFConfig cfg = new UMFConfig())
                {
                    string cfgVer = cfg.Read("ConfigVersion", new
```

```
2025/08/29 08:56
```

```
UMFConfigString());
                    if (cfgVer != string.Empty && cfgVer !=
configVersion)
                    {
                        cfg.DeleteConfig(false);
                        MyFirstSRMod.Log("The config file was outdated
and has been deleted. A new config will be generated.");
                    }
                    //cfg.Write("SupportsHotLoading", new
UMFConfigBool(false)); //Uncomment if your mod can't be loaded once the
game has started.
                    cfg.Read("LoadPriority", new
UMFConfigString("Normal"));
                    cfg.Write("MinVersion", new
UMFConfigString("0.52.1"));
                    //cfg.Write("MaxVersion", new
UMFConfigString("0.54.99999.99999")); //Uncomment if you think your mod
may break with the next major UMF release.
                    cfg.Write("UpdateURL", new UMFConfigString(""));
                    cfg.Write("ConfigVersion", new
UMFConfigString(configVersion));
                    MyFirstSRMod.Log("Finished UMF Settings.");
                    //Add your settings here
                    MaxHealth = cfg.Read("MaxHealth", new
UMFConfigInt(999, 1, 9999), "This is the player's max health.");
                    MaxHealthFloat = MaxHealth;
                    MyFirstSRMod.Log("Finished loading settings.");
                }
            }
            catch (Exception e)
            {
                MyFirstSRMod.Log("Error loading mod settings: " +
e.Message + "(" + e.InnerException?.Message + ")");
            }
        }
    }
}
```

- $\circ\,$ We need this extra float because we are patching a float in memory now, rather than modifying the maxHealth int variable.
- You could also change the **MaxHealth** from **int** to **float** instead if the int was no longer needed.
- 5. Add the following lines to the top of Patch_MaxHealth.cs:

```
using System.Reflection;
using System.Reflection.Emit;
```

```
using System.Collections.Generic;
```

6. Add the following function to the **Patch_MaxHealth** class:

```
public static IEnumerable<CodeInstruction>
Transpiler(IEnumerable<CodeInstruction> instructions)
        {
            foreach (var instruction in instructions)
            {
                if (instruction.opcode.Equals(OpCodes.Ldc R4) &&
instruction.operand.Equals(350f))
                {
                    //yield return new CodeInstruction(OpCodes.Ldc R4,
MyFirstSRModConfig.MaxHealthFloat);
                    yield return new CodeInstruction(OpCodes.Ldsfld,
typeof(MyFirstSRModConfig).GetField(nameof(MyFirstSRModConfig.MaxHealth
Float), BindingFlags.Public | BindingFlags.Static));
                    continue;
                }
                yield return instruction;
            }
        }
```

$\circ\,$ This example assumes you have all health upgrades and only affects the final health upgrade of 350 max health.

- If you wish to test this with the other health upgrades simply change 350 to the max health upgrade you are on.
- In this event we are using an if condition to check for the existence of 350 which in this scenario only happens once in the **ApplyUpgrade** function. If it happened more than once it would be prudent to use different conditions or even replace the instruction directly in it's expected position.
- $\circ\,$ You could also add additional conditions for each health upgrade along with a separate config setting for each if you wanted.
- Making Transpilers require you to be well acquainted with IL code. You can view the IL code of C# code by right clicking something within a method of dnSpy.
- Transpilers have their specific use scenarios and are sometimes required in order to mod something, but should be avoided by inexperienced modders as they can just as easily break or mess up more code than intended if you are not careful.
- Commented out but included is an alternative CodeInstruction way to patch in the config number or any number just at game start, however this method would require restarting the game each time the config changes.
- 7. See Building for the next steps.

Method 4

Coming tomorrow

Method 5

Coming tomorrow

Building

- 1. In Visual Studio in the top bar menu click **Build > Rebuild solution**.
- 2. Start the game and test if your mod works.
- 3. Proceed to test out the other methods or see Finalizing.
 - $\circ\,$ Don't forget to comment out the code from each method so it doesn't affect your test results.

Finalizing

Since this is just an example mod you should not publicize it anywhere since anyone can easily do this.

However for the purpose of completion these steps should be taken before releasing any mod.

- Edit ModInfo.txt to whatever you want to show users who install or update the mod.
- Edit Properties\AssemblyInfo.cs and fill in all the details of your mod.
- Edit configVersion in MyFirstSRModConfig.cs to match the version in AssemblyInfo.cs.
- Clean and remove or comment out any unused code.

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