#### 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**

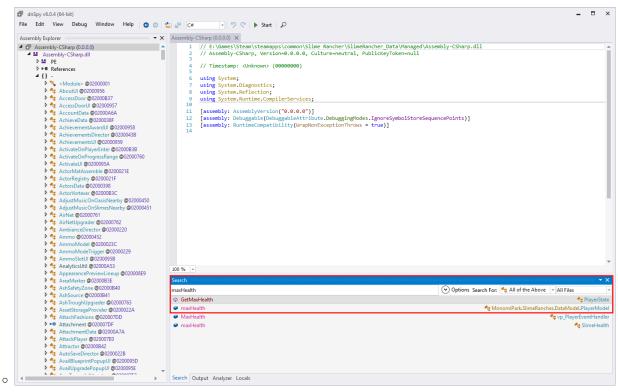
- 1. Start by creating the project files as seen in Mod Creation.
  - $\circ\,$  Use the parameters as seen in the image below.

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)
<ul> <li>Use Harmony</li> <li>Will your mod use Unity Scripting</li> <li>Use Unity Scripting</li> </ul>	? (MonoBehaviour/GameO	bject/Add new c	ode)
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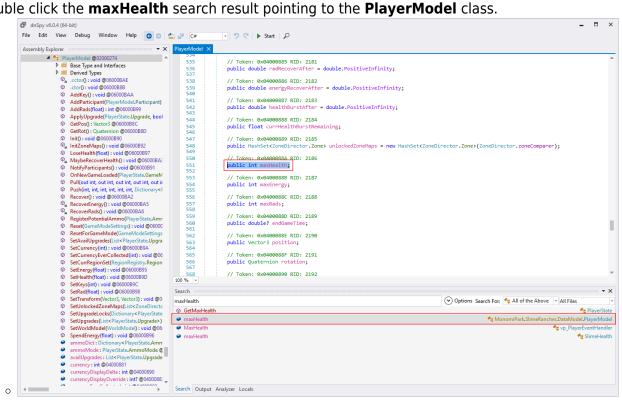
- 2. Open the newly generated solution in Visual Studio.
- 3. Open and browse the game code as seen in Mod Creation: Decompiling Game Code.

dnSpy v6.0.4 (64-bit)	
Edit View Debug Window Help 😋 🕤 🧯	a w   C≠ - "2 C" ► Start Ø
embly Explorer 🔹 👻	Assembly-CSharp (0.0.0) 🗙
Assembly-CSharp (0.0.0.0)	1 // E:\Games\Steam\steamapps\common\Slime Rancher\SlimeRancher_Data\Managed\Assembly-CSharp.dll
Assembly-CSharp.dll	2 // Assembly-CSharp, Version=0.0.0, Culture=neutral, PublicKeyToken=null
PE	3
References	4 // Timestamp: <unknown> (00000000)</unknown>
<b>4</b> {} .	5 6 using System;
Module> @02000001	<pre>0 Using System.Diagnostics;</pre>
AboutUI @02000956	8 using system.Reflection;
AccessDoor @02000B37	9 using system.Rutime.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	<pre>13 [assembly: RuntimeCompatibility(WrapNonExceptionThrows = true)]</pre>
AchievementsDirector @0200043B	14
AchievementsUI @02000455	
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	
AnalyticsUtil @02000A53	100 % -
AppearancePreviewLineup @020008E9	
AreaMarker @02000B3E	Search
AshSafetyZone @02000B40	(♥) Options Search For: <sup>4</sup> All of the Above ▼ All Files
AshSource @02000B41	
AshTroughUpgrader @02000763	
AssetStorageProvider @0200022A	
AttachFashions @020007DD	
Attachment @020007DF	
🕨 🔩 AttachmentData @02000A7A	
AttackPlayer @020007E0	
Attractor @02000B42	
AutoSaveDirector @0200022B	
🕨 🔩 AvailBlueprintPopupUl @0200095D	
🕨 🔩 AvailUpgradePopupUI @0200095E 🚬	
N 📥 A 🛨 - I AU	

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**.

ly Explorer 🔹 🗙	PlayerModel ×		
	PlayerModel X		
A 🐄 PlayerModel @02000274 A	535	// Token: 0x04000885 RID: 2181	
Base Type and Interfaces	536	public double radRecoverAfter = double.PositiveInfinity:	
Derived Types	537		
	538	// Token: 0x04000886 RID: 2182	
O .ctor(): void @06000B8B	539	<pre>public double energyRecoverAfter = double.PositiveInfinity;</pre>	
AddKey(): void @06000BAA	540	(/ T )	
AddParticipant(PlayerModel.Participant)	541 542	<pre>// Token: 0x04000887 RID: 2183 public double healthBurstAfter = double.PositiveInfinity;</pre>	
AddRads(float) : int @06000B99	543	public double healthburstkiter = double.PositiveInfinity;	
ApplyUpgrade(PlayerState.Upgrade, bool	544	// Token: 0x04000888 RID: 2184	
GetPos(): Vector3 @06000B8C	545	<pre>public float currHealthBurstRemaining;</pre>	
GetRot(): Quaternion @06000B8D	546		
Init(): void @06000B90	547	// Token: 0x04000889 RID: 2185	
Pa InitZoneMaps(): void @06000B92	548	<pre>public HashSet<zonedirector.zone> unlockedZoneMaps = new HashSet<zonedirector.zone>(ZoneDirector.zoneComparer);</zonedirector.zone></zonedirector.zone></pre>	
LoseHealth(float) : void @06000B97	549		
MaybeRecoverHealth(): void @06000BA:	550	<pre>// Token: 0x0400088A RID: 2186 public int maxHealth;</pre>	
O NotifyParticipants(): void @06000B91	552	public int maxmeath;	
OnNewGameLoaded(PlayerState.GameN	553	// Token: 0x0400088B RID: 2187	
Pull(out int, out int, out int, out int, out in	554	public int maxEnergy:	
Push(int, int, int, int, int, int, Dictionary<)	555		
Recover(): void @06000BA2	556	// Token: 0x0400088C RID: 2188	
RecoverEnergy(): void @06000BA5	557	public int maxRads;	
RecoverRads(): void @06000BA6	558		
RegisterPotentialAmmo(PlayerState.Amr	559	// Token: 0x0400088D RID: 2189	
Reset(GameModeSettings) : void @06000	560 561	<pre>public double? endGameTime;</pre>	
ResetForGameMode(GameModeSettings	562	// Token: 0x0400088E RID: 2190	
SetAvailUpgrades(List <playerstate.upgra< p=""></playerstate.upgra<>	563	public Vector3 position;	
SetCurrency(int) : void @06000B9A	564	posite vectors position;	
SetCurrencyEverCollected(int) : void @06	565	// Token: 0x0400088F RID: 2191	
SetCurrRegionSet(RegionRegistry.Region	566	public Quaternion rotation;	
© SetEnergy(float) : void @06000B95	567		
SetHealth(float): void @06000B9D	568	// Token: 0x04000890 RID: 2192	
SetKeys(int): void @06000B9C	100 % -		
SetRad(float): void @06000B98	Analyzer		
SetTransform(Vector3, Vector3) : void @0	🖌 🥥 MonomiPa	rk.SlimeRancher.DataModel.PlayerModel.maxHealth : int @0400088A	
SetUnlockedZoneMaps(List <zonedirecto)< p=""></zonedirecto)<>	Assigne		
SetUpgradeLocks(Dictionary <playerstate< p=""></playerstate<>		nomiPark.SlimeRancher.DataModel.PlayerModel.ApplyUpgrade(PlayerState.Upgrade, bool) : void @06000BAB	
SetUpgrades(List < PlayerState.Upgrade>)		nomiPark.SlimeRancher,DataModel.PlayerModel.Reset(GameModeSettings): void @06000BA7	
SetWorldModel(WorldModel) : void @06	P P Read By		
SpendEnergy(float) : void @06000B96			
ammoDict : Dictionary < PlayerState.Amm			
ammoMode : PlayerState.AmmoMode @			
availUpgrades : List <playerstate.upgrade< p=""></playerstate.upgrade<>			
currency : int @04000881			
<ul> <li>currencyDisplayDelta : int @04000890</li> </ul>			
<ul> <li>currencyDisplayOverride : int? @0400088:</li> </ul>			

- 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.

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 Traverse)

Sometimes a field/variable can be private or readonly and you may not be able to directly modify it through the game code or a harmony postfix/prefix patch.

In these cases Harmony's Traverse comes in handy.

This Method assumes you have successfully completed Method 2 first.

1. Comment out the only line in the **Postfix** function of Patch\_MaxHealth.cs.

//\_\_instance.maxHealth = MyFirstSRModConfig.MaxHealth;

2. Add the following line to the **Postfix** function:

```
Traverse.Create(__instance).Field<int>("maxHealth").Value =
MyFirstSRModConfig.MaxHealth;
```

3. 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;
            Traverse.Create( instance).Field<int>("maxHealth").Value =
MyFirstSRModConfig.MaxHealth;
        }
    }
}
```

The Traverse will bypass any private or readonly variable and let you read/write to it.
 See Building for the next steps.

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
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 + ")");
            }
        }
    }
}
```

- 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))
{
<pre>//yield return new CodeInstruction(0pCodes.Ldc_R4,</pre>
<pre>MyFirstSRModConfig.MaxHealthFloat);</pre>
<pre>yield return new CodeInstruction(OpCodes.Ldsfld,</pre>
<pre>typeof(MyFirstSRModConfig).GetField(nameof(MyFirstSRModConfig.MaxHealth</pre>
<pre>Float), BindingFlags.Public   BindingFlags.Static));</pre>
continue;
}
yield return instruction;
}
}

- $\circ\,$  This example assumes you have all health upgrades and only affects the final health upgrade of 350 max health.
- $\circ\,$  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 5 (UMF Patch)

This method overwrites code in in the dll file on disk and is not reversible.

There are some cases where code may be inlined or simply inaccessible without overwriting something in the dll file.

This method should only ever be used for these rare cases, and is certainly the worst one you could use for this max health scenario.



WARNING: This Method is currently still in development and still missing a lot of functionality, as well as has several bugs.

- 1. If you completed steps from any other method do the following steps:
  - 1. Comment out the UMFHarmony attribute in MyFirstSRMod.cs.

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

- 2. Comment out everything in Patch\_MaxHealth.cs or Patch\_PURPOSEOFPATCH.cs.
- 2. Make a backup of Assembly-CSharp.dll.
- 3. Add the following variable to MyFirstSRMod.cs:

```
private const string UMFPatchMaxHealth =
    "FILE: Assembly-CSharp.dll\n" +
    "TYPE: MonomiPark.SlimeRancher.DataModel.PlayerModel\n" +
    "METHOD: ApplyUpgrade\n" +
    "FIND: ldc.r4 350\n" +
    "REPLACE: ldc.r4 350\n" +
    "WITH: ldc.r4 999"
;
```

4. Add the following lines to the bottom of the **Awake** function:

```
MyFirstSRModConfig.Load();
UMFPatch.ApplyPatch("MaxHealthPatch", UMFPatchMaxHealth);
```

5. 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 const string UMFPatchMaxHealth =
            "FILE: Assembly-CSharp.dll\n" +
            "TYPE: MonomiPark.SlimeRancher.DataModel.PlayerModel\n" +
            "METHOD: ApplyUpgrade\n" +
            "FIND: ldc.r4 350\n" +
            "REPLACE: ldc.r4 350\n" +
            "WITH: ldc.r4 999"
```

;

```
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();
            UMFPatch.ApplyPatch("MaxHealthPatch", UMFPatchMaxHealth);
        }
        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();
        }
    }
}
```

 This same umf patch could be made by creating a file called MaxHealth.umfpatch and putting the contents of the UMFPatchMaxHealth variable in there instead. This patch would need to always be included/copied to the Release folder.

- See UMF Patch API to learn more about this system.
- 6. See Building for the next steps.
  - $\,\circ\,$  Don't forget to restore your Assembly-CSharp.dll backup after you are done with this test.

# Method 6 (Optimal)

This shows you the most optimal way to mod Max Health in Slime Rancher. While this is the best way to do it for this scenario, it is not necessarily that for modding other things. You will have to determine your self which method is better for modding something. Often times you will have to use more than one either in combination to patch one thing, or for several different things in a mod.

Coming soon...

## 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.
  - 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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