

[Modding](#), [Harmony](#)

Harmony Library

Harmony is an open source library written by [Andreas Pardeike](#) for the purpose of modding C# based games.

It uses advanced reflection tricks to let you create harmony patches that can inject code into existing functions and fields, and even overwrite some or all of the code of a function.

This is obviously extremely useful for writing mods, and as such Harmony is included with UMF, and UMF uses some built in wrappers taking advantage of some of it's functionality.

UMF is currently using an unreleased Version 2.0 compiled straight from the master branch.

UMF provides Harmony in .NET 3.5, .NET 4.6.2, and .NET 4.7.2 to be compatible with the full range of Unity Games available.

From:

<https://umodframework.com/wiki/> - **UMF Wiki**

Permanent link:

<https://umodframework.com/wiki/harmony?rev=1562240353>

Last update: **2019/07/04 12:39**

