Modding

The Mod Installer lets users install mods into their game from a single link click from any website. Links are created like this:

- Install Mod:

```
UMF://Action=InstallMod&&Game=<gamename>&&File=<modfile>&&URL=<downloadurl>
```

- Uninstall Mod:

```
UMF://Action=UninstallMod&&Game=<gamename>&&File=<uninstallpattern>
```

- Install Mod Library:

```
UMF://Action=InstallLib&&Game=<gamename>&&File=<libfile>&&URL=<downloadurl>
```

- Uninstall Mod Library:

```
UMF://Action=UninstallLib&&Game=<gamename>&&File=<uninstallpattern>
```

- Replace <gamename> with a lower case no space version of the game name.
- Replace <modfile> with the file name of the mod to be installed.
- Replace <downloadurl> with the URL from which the mod should be downloaded from.
- Replace <uninstallpattern> with a file name pattern or file name. This supports wildcards.

In order for this to work the web server must provide the following headers:

- X-Download-Options: noopen
- Content-Disposition: attachment; filename="<filename>"

Some web browsers may provide these headers by default, but in most cases you will have to configure your web server to add these.

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