

Modding

The Mod Packer is a command line tool for packing a compiled dll file, modinfo.txt and any assets into an encrypted and simple to download and use mod package that is read by UMF.

This tool is located in `uModFramework\Tools\UMF.ModPacker.exe` and will only function within this folder while installed into a game.

It supports the following command line options:

```
-packmod "<Mod Name>" "<Path to folder containing mod files>" (<version>)
```

Note that the [Project Generator](#) already includes this command line tool into the build instructions, so you should normally not need to do anything with this.

From:

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

Permanent link:

<https://umodframework.com/wiki/modpacker>

Last update: **2019/07/02 08:39**

